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THE UK'S BIGGEST SELLING INDEPENDENT PLAYSTATION 2 MAGAZINE ISSUE 32

PSW EXCLUSIVE!

THE LORD OF THE RINGS

THE TWO TOWERS: THE BEST LOOKING PS2 GAME EVER?



THE LIST

TENCHU 3 / HITMAN 2/ MICRO MACHINES RIDE AGAIN ON PS2 / CROUCHING TIGER / NEW TUROK ACTION UFC THROWDOWN / RALLY FUSION / 13 QUESTIONS: DO YOU DARE ANSWER? / WAY OF THE SAMURAI / MX SUPERFLY / REIGN OF FIRE / WRECKLESS / RAYMAN 3 FERRARI F355 CHALLENGE / WHERE DO GAME NAMES COME FROM? AND A BIGNESS OF OTHER STUFFO...



WRECKLESS



MICRO MACHINES

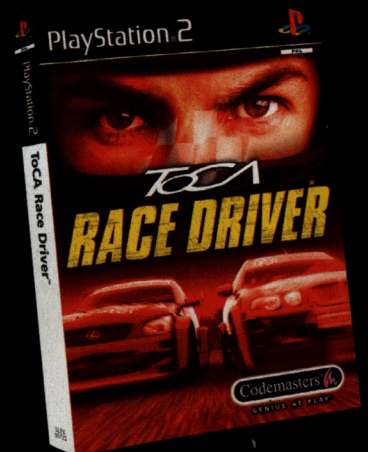


**THE FINISH LINE
IS JUST THE BEGINNING**

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P2

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PSW Magazine



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that's because it wasn't here in the first place

The PlayStation Experience is the gaming event of the year - we can't just give tickets away.

From 29th-31st August 2002 Earls Court, London, will be the only place on the planet where you'll find the following, and more:

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- Live events and performances on the main stage.
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PlayStation®

EXPERIENCE

The PlayStation Experience is split into six sessions, two per day, between 9am-2pm and 3pm-8pm.

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Ticket hotline
0870 7398 700
or book online at
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TIMESPLITTERS 2

Crazed monster looming behind cute young girl – it's a PSW team night out.

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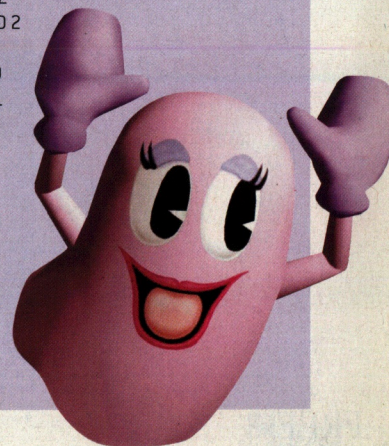
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PSW: The magazine that's not afraid to use pink.



LATE FOR YOUR OWN FUNERAL?

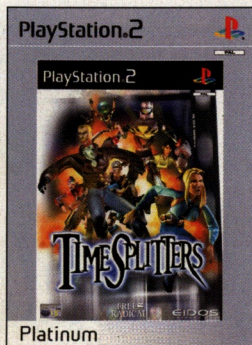
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playable and instantly
rewarding FPS
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PS2
Official PlayStation 2 Magazine
'A fun, frantic
and inventive
first-person shooter
that every
PlayStation 2 gamer
should buy.'
9/10

**FREE
RADICAL**

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INTERACTIVE**



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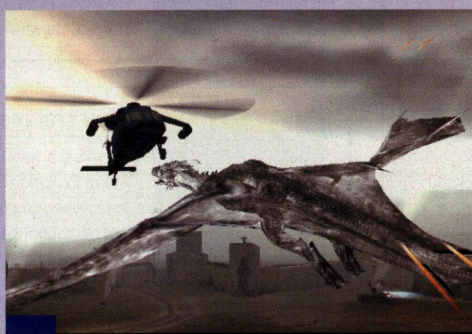
THE LORD OF THE RINGS
We nearly put this image on the cover. Lucky escape, eh?



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PSW WELCOME

E-MAIL US AT: psw@computecmedia.co.uk

PSW NEWSLETTER ISSUE 32



DON'T HATE ME COS I'M COLOURFUL

A substantially less-pink theme for you this month, following last issue's triumphant Stacy Keibler cover that set the industry a-gossiping. Some of you hated it, some of you loved it, some of you spent weeks on the phone bitching about it. But hey, thanks for caring. Thanks for buying it, thanks for noticing it and thanks for making *PSW* a magazine that's talked about, as opposed to one that sits in a pile on the floor unnoticed, unremarked upon and insignificant. Yes, I am fully aware that the word 'unsignificant' doesn't exist. I made it up myself just then. That's what we call Editor's License. How else can you describe mags that dedicate so much space to pointing out what we do that they don't? Like, for example, being funny. We're flattered. No wait, we're tickled. We're tickled *pink*. Keep it up.

The anti-pink movement will be pleased to hear that *PSW*'s Dominant Colour of the Month for

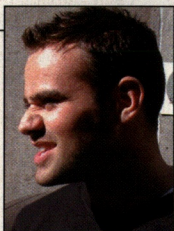
September is glorious, non-committal brown, as we don fake beards and sit around discussing exactly *how* boring the *Lord of the Rings* film was. While simultaneously hoping the game turns out nice, of course, what with us nailing our faith to its face by handing it a sizeable infotorial starting on page 27.

Elsewhere – *TimeSplitters 2*. Come on! This pre-proper version doesn't work right, crashes a bit, the weapons aren't balanced (that's my excuse, anyway) and yet... we've still been playing it for two hours a night. Being popular people with many invitations to exclusive events, two hours of our night is a lot of time to give anything, let alone a mere *game*. Further elsewhere, and possibly transcending mere game status (although obviously not), is *TOCA Race Driver*. That's an exclusive, by the way – another thing we do that they don't, for those of you keeping count.

/ STEPHEN PIERCE EDITOR

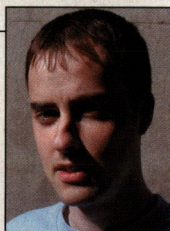
MEET THE TEAM

BECOMING NOTICEABLY MORE BITTER BY THE DAY



/ LEE NUTTER DEPUTY EDITOR

Lee 'Man in a Suitcase' Nutter finally returned from holiday, just in time to go off on holiday again. Mind you, he does deserve it. If you've ever spent a large amount of time trying to look like like you're working you'll know how tiring it can be. The poor chap's knackered, what with all that staring quizzically with his busy face on.



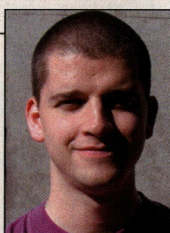
/ GARY CUTLACK FEATURES EDITOR

For his holidays this year Gary has decided to imagine going somewhere nice. "Normally I imagine I go to Spain, I think this year I'll imagine I'm going to Cyprus. I'll imagine my friends are coming too", he says, closing his eyes and drifting off into a dream world where he is king. "Oh, and there will be girls there. Girls who own Dreamcasts."



/ STEVEN WILLIAMS STAFF WRITER

We had to evacuate the office when Mr Williams entered a Level One Rage while on the phone to British Gas. A full 17 minutes (he kept count) were spent being transferred from department to department, with no one daring to take responsibility for Steve's gas situation. We still dare not look him in the eye a full seven days later.



/ MIKEY FOLEY STAFF WRITER

We like the way Mikey consistently beats Lee at *Pro Evolution Soccer*. We like seeing Lee lose. Mikey can beat Lee, therefore Mikey is our hero. Come on Mikey, beat Lee by at least a three goal margin. Anything less than three and he can weasel back some dignity with elaborate excuses. Support Mikey. All of you, look at him and think about him winning.

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COMPUTEC MEDIA

// THE 5 COMMANDMENTS

PSW IS THE WORLD'S FOREMOST AUTHORITY ON PS2. PERIOD. BUT HOW DO WE ACHIEVE THIS LEVEL OF EXCELLENCE MONTH IN, MONTH OUT? WHY, BY ADHERING TO THESE FIVE COMMANDMENTS.

1// HONEST REVIEWS

We think £40 is a lot of money for a silver spinning disc. We think a game should offer £40 worth of entertainment. If we tell you a game is worth splashing £40 on, it's because it is. It's that simple. End of story.

2// THE BEST WRITERS

Expert gamers, master wordsmiths, *PSW* is home to only the best there is in the business. Expect informed, honest opinions that never stray from the truth, all the facts and the obligatory sprinkling of mirth.

3// WE GET STUFF FIRST

Due to our unique and unprecedented relationship with the people that actually make the games you play, *PSW* is committed to banging out exclusive, unseen material month in, month out.

4// A FREE PS2 DVD

The *PSW* DVD comes packed with exclusives of the biggest games and footage of massive DVD movie releases, as well as unique one-offs. It's free only with your favourite *PS2* magazine, each and every month.

5// THE FINEST PICTURES

PSW's massive technological resources bring you crystal clear shots of the games that matter. You won't see fuzzy rubbish in this magazine – we leave that to our competitors.

PSW DELIVERS: ■ THE BIGGEST PS2 GAMES FIRST! ■ RAZOR-SHARP, TOP QUALITY FOOTAGE ■ MOVIES, MULTI-ANGLE AND COMMENTARY! ■ OVER TWO HOURS OF ACTION!
PSW DOES NOT: ■ MISLEAD YOU WITH FAKE EXCLUSIVES ■ USE PC AND XBOX GAME CLIPS ■ SUCK UP TO ANYONE! WE'RE INDEPENDENT!

ON THE DVD

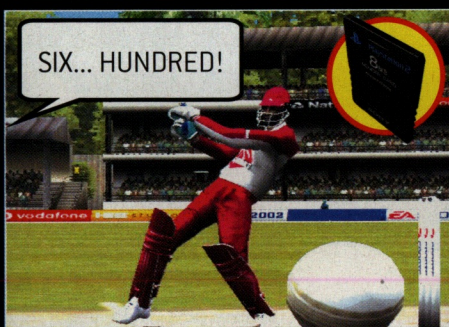


WELCOME

I've seen things you people wouldn't believe. Attack ships on fire off the shoulder of Orion... I watched C-beams glitter in the dark near the Tannhauser gate. All those moments will be lost in time, like tears in rain. No wait! They won't be lost, because I

fortuitously recorded them all to DVD so that in the event of my death my memories and life experiences will live on in a high quality digital format! As you can see, it's been a great month for creating memories of games. In the future I shall remember issue 32's PSW DVD with such fondness, and, dare I suggest, I shall shed a tear or two as I look back at all the fun we had putting it together. For the sake of clarity I should point out that it is not me playing *Burnout 2* on the disc – it's one of the developers. I'm not very good at games, as is often pointed out within the office. Those memories I shall delete. No one need know.

/ GRAHAM SMITH DISC EDITOR



● GET YOUR SKILLS ON THE DVD!

PROVE TO THE WORLD THAT YOU DON'T SUCK AT GAMES.

If, however, you *do* suck at games, why not pay a decent player to submit something on your behalf to raise your standing within the gaming community? PSW is looking for extremely talented gamers and/or show-offs to pad out the DVD a bit. Anything goes – memory cards containing save positions, or even recorded-off-the-telly videotapes, should you prefer to submit a 'live' playing experience.

Next month we're planning to show you a particularly fine selection of *Tony Hawk 4* play, featuring some staggering Darth Maul action. See the stupid-looking Dark Lord fly then! We'd like to see more stuff like this too, although not the same character doing the same thing in the same game, obviously. How about *SSX Tricky*? We still play that for fun, we'd like to see how your best moments compare to ours. Or how about sending in your finest ever 'six' on EA's *Cricket 2002*? Or your tank assault from *GTA3*? Put simply, if you're good we want to watch. We like to watch.

● COLIN MCRAE RALLY 3

Every day you should wake up and thank your mother for not naming you Colin (if you are a Colin we apologise for that throwaway statement which was not meant to cause offence to any actual Colins, living or dead). Mr McRae, as he no doubt insists on

IT'S IN THE EXCLUSIVE SECTION

being referred to, especially when there are girls around, is finally where he belongs. On PS2, that is, as well as behind the wheel of an automobile being driven at 80 miles an hour towards some spectators and trees. See his new game here. And, more

importantly, see the awesome rain effect that many people are already hailing as "The best rain in video games". We could see no repeating pattern in the rain droplets – it's amazing! Have a look for yourself. It's the rain everyone's talking about.



READ THE
PREVIEW...
AND SEE IT!



● BURNOUT 2

IT'S IN THE EXCLUSIVE SECTION

We made one of the creators play it so it looks good and you're not just watching us scraping along barriers all the time. They're really rather good at playing it, and the game itself looks equally as cool. A lot of jumps, a lot less blurry boost effects and, incredibly, a slightly upped feeling of speed makes *Burnout 2* a game we're looking forwards to quite a lot. But hey, don't take our word for it – watch the DVD and see for yourself.



● TOTAL IMMERSION RACING

IT'S IN THE PREVIEWS SECTION

"Is that *TOCA*?" said a lot of people upon walking past, such is the impressive nature of this right-out-of-nowhere racer. It has detailed cars and fast action, along with a harder, more technically demanding style of play when compared to *TOCA*, or even *Burnout 2*. It comes with a career mode as well (not shown however, as career modes don't make the best edited DVD clips). Go see.



MOVIE ROUND UP

A big month for movie trailers – looks like our assertion that TV would make going to the cinema obsolete was wrong. There are now more films than ever! One of which is *Reign of Fire*, a dragons versus humans in a battle to the death showdown kind of thing. There's a game of it too, so mind you don't confuse the two. It's easily done.

XBOX

EXCLUSIVE: Contra, Silent Hill 3, Burnout 2, Red Faction 2, Spyro: Enter the Dragonfly **NEWS:** Antz Racing, The Scorpion King, Jurassic Park: Project Genesis, Disney's Stitch: Experiment 626, Hitman 2: Silent Assassin, Shinobi, UFC Throwdown, Jimmy Neutron Boy Genius **PREVIEWS:** Conflict: Desert Storm, The Thing, Riding Spirits, Total Immersion Racing, Colin McRae Rally 3, Rally Fusion: Race of Champions, MX Superfly, Rayman 3: Hoodlum Havoc, Simpsons Skateboarding **REVIEWS:** Dino Stalker, Scooby Doo! Night of 100 Frights, Slam Tennis, International Cue Club, End Game, Fire Blade, Men In Black 2: Alien Escape, Pacman World 2 **IMPORTS:** World Fantasia, Tokimeki Memorial: Girl's Side **MOVIES:** Invincible, Windtalkers, Reign of Fire, The Mothman Prophecies, The Others, The Princess Diaries **EXTRAS:** Dark Angel, Lord of the Rings, Rally Fusion Multiangle, John Carpenter interview, Goal of the Month, Timesplitters 2 multiplayer, EJay Clubworld

HOLLYWOOD UNDER YOUR THUMBS

CRUISE IS COMING TO YOUR CONSOLE WITH HIS LATEST BLOCKBUSTER, MINORITY REPORT.

■ YOU CAN'T HIDE

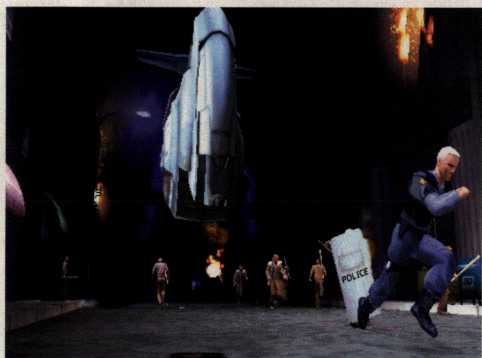
ACTIVISION IS SET TO UNLEASH A SILICON VERSION OF *Minority Report*, this summer's futuristic Spielberg blockbuster starring Tom 'million-dollars-an-inch' Cruise. The third-person action adventure casts you in Tom's tiny high-lift shoes as a 'precrime' officer, a sort of armed Mystic Meg running around the near-future US with big exciting guns. Just as in the film, *Minority Report* the game is set in a somewhat corporate and dystopian Washington DC, 2045, where the precrime division use supposedly infallible equipment to spot future murders and get to the culprit before it happens. Of course, your character is wrongly accused and goes on the run to clear his name — the story's based on one by Phillip K Dick, best known for inspiring the

films *Blade Runner* and *Total Recall*. The terms of the license mean that many of the actual movie locations are replicated, along with key weaponry, guns and gadgets, so film fans will be able to play through some pivotal scenes. The storyline may well branch off, however, especially considering that Activision's license runs for five years and there may be multiple titles in a series.

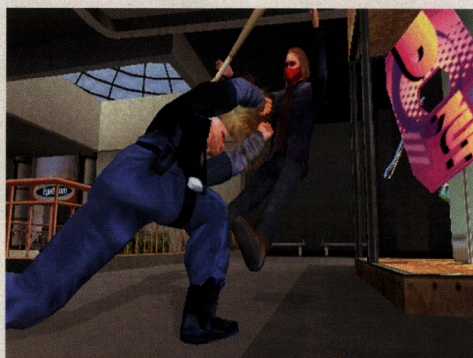
Activision is simply publishing it, of course: the game itself is being created by Treyarch, the people that recently brought you *Spider-Man*. That game may have been slightly off target dynamics-wise, but it certainly showed it knows how to do some impressive architecture. If it can combine the look of the film with some entertaining action and gadgetry, they could well be onto a winner. *Minority Report* is due on PS2 in November.



THAT REALLY HURTS This man is bad. He deserves this. Probably.



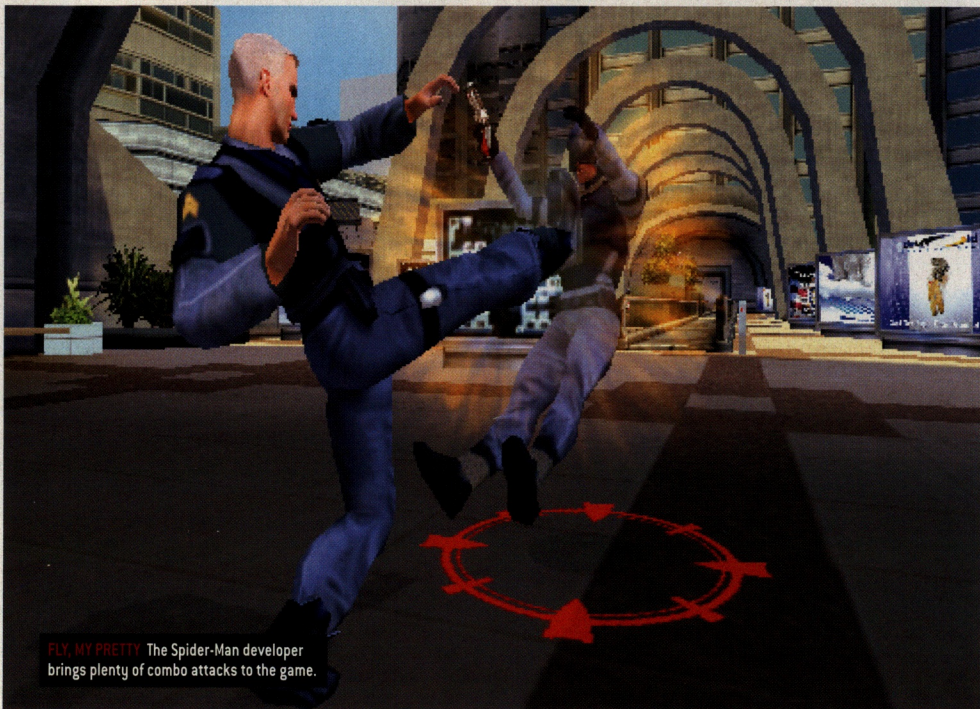
IT'S ALL GONE WRONG The future looks as bad as the past. Heavy sigh.



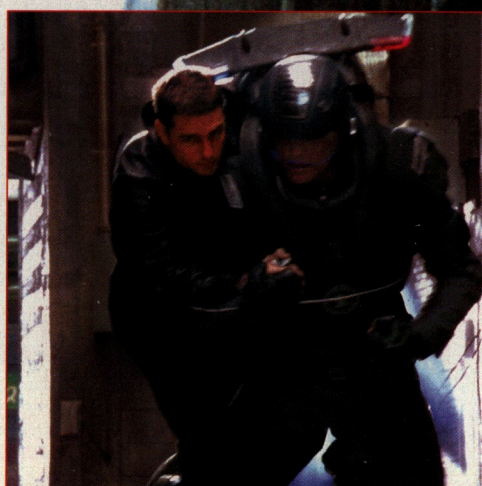
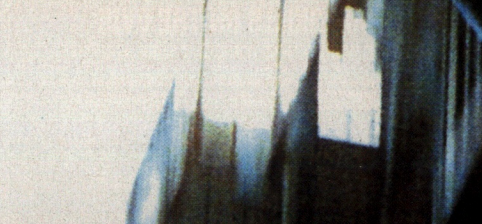
STOP, CITIZEN! The pigs employ their fists of fury. Like a futuristic LAPD.



BREAKDANCE ON THE STREETS Sometimes you've just got to party down.



FLY, MY PRETTY The Spider-Man developer brings plenty of combo attacks to the game.





THE PLAYSTATION EXPERIENCE

SONY GIVES THE PUBLIC THE CHANCE TO EXPERIENCE ECTS.

■ RADICAL

EVERY YEAR, AT ECTS, WE GET TO WANDER AROUND A HUGE EXHIBITION CENTRE GAWPING at all of the new games you'll be getting excited about over the coming months. The European Computer Trade Show is our equivalent of E3. Not nearly as large or as loud as its American cousin, it's still a great excuse to have a few days out of the office on the pretence that we're investigating and playtesting the very latest in PS2 entertainment, and mingle with the scantily clad ladies, usually hired to draw attention to the crappiest games you can imagine.

Sony will have a massive presence at this year's show and it's keen to show off its games to more than just a bunch of lazy journalists. For the first time ever, the public will be welcomed to a show running alongside the big event where you'll get to see and play the biggest games of the next 12 months. The PlayStation Experience will feature a live stage event with music, challenges and competition giveaways and of course the opportunity to see and play the likes of *The Getaway*, *Ratchet and Clank*, *Ferrari F355*, *WRC2*, *Formula One 2002* and *Primal* months before they hit the shops. These games aren't out yet, we've only just got 'em ourselves!

The PlayStation Experience takes place on the 29th, 30th, 31st August, at Earls Court Exhibition Centre, Warwick Road, Earls Court, London. Each day will feature two 'sessions' at 9am - 2pm and 3pm - 8pm. The hotline number for tickets is 0870 7398700. Tickets will cost £8.00 plus £1 handling fee (regardless of number of tickets purchased). You will also be able to purchase tickets via www.uk.playstation.com.

PSW
SAYS
SEE PAGE 22

INSPECT A GADGET

WE'RE PROMISED ALL THE TOYS. BUT WHAT ARE THEY?

FUTURISTIC SPIDER ROBOTS

These creepy crawlies can give you a quick retinal scan to figure out exactly who you are. Presumably the hideous spider shape causes arachnophobes to open their eyes really wide. Hot tip, criminals: in the future, don't be arachnophobic.

FUTURISTIC SHOCKWAVE GUNS

Perfect for simulating on PS2. Not only do they knock their targets flying, but they leave a beautiful swirling trail. "Like a pond. In the air!" enthused Pierce, staring into the distance.

FUTURISTIC JET PACKS

Look, it's the future, everybody knows trains have no place there. Amazingly, jetpacks already exist, but - incredibly - they're even more dangerous than the trains they've replaced.

FUTURISTIC PSYCHIC MACHINES

A machine to visualise the thoughts of psychics... imagine seeing inside Russell Grant's head! Imagine finding a vision of him driving a bus-load of TV chefs of a cliff in a fit of murderous rage! Not a crime you'd want to stop. That's prime time TV, my friends, that's prime time TV.

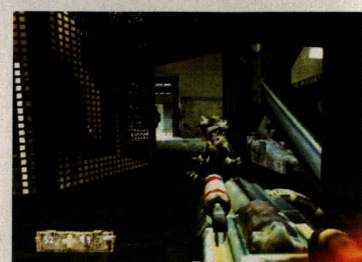


EXPERIENCE





DINO GORE Those scaly beasts explode in a shower of parts.



DARK PLACES Cunning beasts will hide in the showers.



CHAIN ATTACK Any respectable armoury has a chaingun.



DEER HUNTER The explosive tip makes a real mess.

LET'S ROK

THERE'S A WAR GOING ON AND **TUROK EVOLUTION** DUMPS YOU RIGHT IN THE THICK OF IT.

■ VICIOUS

MORE INFO ON THIS SHOOTER IS DRIP-FEEDING its way to us courtesy of these exclusive new screens and the news that *TimeSplitters 2* isn't the only PS2 blaster with a wicked wedge of weapons. Having blown each other to bits with the ludicrously enjoyable new weapons *Splitters 2* has to offer (the deadly homing missile and scream inducing flamethrower are two particular faves at the moment) we're looking forward to the opportunity to get our hands on the juicy arsenal *Turok Evolution* has primed for action.

The cerebral bore from previous *Turok* games (it locked onto your opponent and

bored threw their head like a drill with a gratuitous zoomed-in camera displaying the carnage) is now joined by its bigger brother, the swarm bore. Just think of the damage this will do. The gravity disruptor beam can be used to cause all sorts of chaos and there's even a baby nuke for those moments when only complete and utter devastation will do. There will be over 30 weapons in the final game. Hopefully the shotgun will still come loaded with shredder ammo that tears apart your enemies from the inside out. Very messy.

It's just as well you've got so much destruction at your fingertips because this isn't just another of those one man escapades where you get to take on

allcomers with just a trusty rocket launcher at your side. This time you get to face off against an entire army of dinosaurs and prehistoric mutated beasts with a bunch of rebel soldiers fighting alongside you. It's not clear yet how much control you'll have over these forces but they're already displaying impressive intelligence with the ability to take cover, establish strategic positions and even surrender when things are stacked too heavily against them.

We'll have a more in-depth look at *Turok* next month when we give it the full PSW review treatment, and we'll be breaking out the multi-tap to give the multiplayer a good work out. Will *TimeSplitters 2* have to start looking over its shoulder?



DINO BLAST Taking to the skies shows off the wide expanses.



RAPTOR CAPTURE Watch out for enemy ambushes.

SURPRISE HIT OF THE YEAR?

NEW SCREENS! **HITMAN 2** CONTINUES TO IMPRESS.

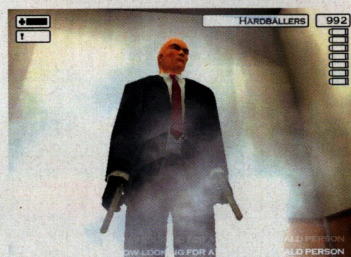
■ BEHIND YOU

THE SEPTEMBER RELEASE OF **HITMAN 2: SILENT ASSASSIN** LOOMS CLOSER, AND HAVING played an early version we're getting increasingly excited. So to celebrate, we're bringing you these brand new screens, just so you can see what we're talking about. Eidos's assassination game is all about stealth, cunning and multiple methods of murder – yes, plenty of games promise this kind of thing, but few deliver it in any convincing way. But the signs are good for *Hitman 2*, as our appropriately coldly-named 47 (that's Mr 47 to you) is looking very smooth and detailed in motion.

Our tests have revealed a genuinely amusing array of options once you're presented with the target: uniforms can be stolen from the likes of postmen and guards, guns can be smuggled via unsuspecting delivery men and every method between long range sniping and close-up chloroforming can be employed to subdue – or eliminate – defences surrounding the target. Annoyances from the PC-only original have been addressed with some apparent success, so it's now possible to save in-mission, and any weaponry you acquire remains with you indefinitely, rather than disappearing between levels. The action can be hectic if that's the way you want it, but it's the depth and opportunity for silent cunning that really appeals. That and the ability to drag almost disturbingly limp bodies out on to roofs and throw them off, of course. Keep this one in mind.



SMOKING GUN If his lungs don't get him your lead will.



NO SMOKE WITHOUT... Fire! Don't shout this at him.



INFLATABLE FOREIGNER Store in pocket for easy use.



GUTSY The shotgun leaves a messy trail.



DRAWING IT OUT Corpses don't just disappear.

MALICE™

<http://malice.sierra.com>





MY...GOD...WHAT...THE Hovering gardeners confused William Shatner.



LIKE ROBBIE And then I went and spoiled it all by slaying something stupid...



FEEL NO FEAR There's honour in death... oh please let me live!

NINJAS ARE THE NEW BLACK

NO LESS THAN THREE BIG NINJA TITLES ARE COMING YOUR WAY. THIS MIGHT NOT BE THE PRETTIEST OF THE LOT, BUT IT COULD BE THE MOST ENGROSSING. IT'S **TENCHU 3: WRATH OF HEAVEN**.

■ TRI HARD

DUE IN SPRING, TENCHU 3: WRATH OF HEAVEN IS THE sequel to a pair of ugly – but highly entertaining – PSone games. The title eschews the predictable straight sword fighting for a more subtle blend of stealthy infiltration, quietly executed assassination attempts and... well, OK, straight sword fighting. The whole, however, was previously far more satisfying than the more usual ninja-based fighting games (such as Kengo), and we're not expecting that to change. This time we're promised more stealth attacks and basic fighting moves, and because these are ninjas, stealth can include ludicrous jumping attacks to reach your enemy before they can react... eat your heart out Solid Snake. There are even unusual combo

efforts to pull off some truly stylish stealth kills.

Mission objectives are pleasingly varied – sometimes you're required to indulge in a spot of espionage or theft beyond the more predictable assassination, and the game's ending alters depending on the decisions and actions of the player earlier on.

BIGGER BRAINS TO AIM AT

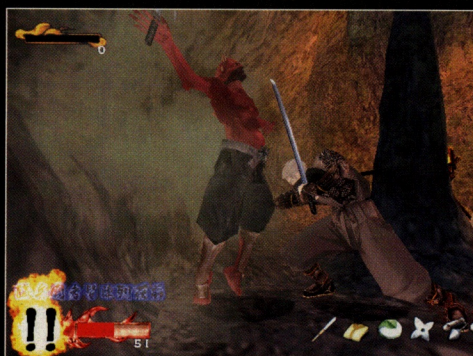
Perhaps predictably the AI is also claimed to be better, but more tangible is the challenge that three possible placements per enemy brings – players must stay on their toes even when replaying a level, as it won't be the same as before. Also intriguing are the multiplayer options to combat friends as opposing ninjas, or play co-operatively with abilities earned in single-player mode.



THE NAME'S POND We're guessing, but things don't look too good for him.



YOU MISUNDERSTAND I meant I needed a slash in the toilets, you bald brute.



HEAVEN SENT The PSone games were classic. Will big brother fare as well?



FIGHTING FIT The gym's latest aqua-samurai courses were a success.

CROUCHING TIGER, HIDDEN DRAGON

THE MOST RECOGNISABLE NAME IN THE SLASHER BUSINESS.

FIGHT WITH YOUR KNEES BENT

IF YOU WANT TO MAKE A GAME ABOUT ninjas, this must surely be the best license to have; the Ang Lee film being one of the most popular martial arts movies of all time. It's also a fantastic excuse to give your characters insane superhuman powers of the highest order, and playable characters Mu Bai, Jen and Shu Lien have just that.

Each one has their own story arc as they fight for vengeance against Jade Fox, and success depends upon your acts of

ridiculous leaping and tree-top high kicking. Weapons include the apparently famous Green Destiny Sword, and the whole thing's steeped in the 19th century world of the award-winning film.

Whether this third-person action adventure can make a similar impact on games as the movie did on films remains to be seen, as does evidence of its 'innovative' nature. Still, we live in hope. *Crouching Tiger Hidden Dragon* is in development by Genki, the people who brought us *Kengo*, and is scheduled for release in November.



CLAWS FOR THOUGHT This tiger bites. With a sword.



HIGH KARATE Why fight when you can just... fly away?



THE HIDDEN DRAGON It's right there, in the middle.

WAY OF THE SAMURAI

MADE BY A TEAM WITH REAL FORM IN ITS NINJA PAST, THIS HAS ALREADY TAKEN THE LAND OF THE RISING SUN BY STORM.

YOU KNOW THE DRILL

WAY OF THE SAMURAI IS ALREADY AVAILABLE in Japan, where it was number one in the gaming charts. Eidos is hoping for a positive reaction to this game in the west, and there's no reason why that shouldn't be the case. For a start, it's made by the team behind the original PSone *Tenchu* titles, Acquire.

Way of the Samurai is also, unsurprisingly, ninja-based, but the

emphasis is more on swordplay. As your wandering character is drawn into a fight between two factions, players find more than 40 swords that between them provide 200 attacks and stances. The whole thing is claimed to be genuinely non-linear, providing many paths to completion – it's a claim we've heard many times before, so we'll get excited when we see it.

Find out if Acquire can deliver a worthwhile ninja title in September.



BLADE TO REST Featuring non-linear twatting.



TENCHU MOMENTS Is this the way of the samurai?



SWORD IT OUT How many ninja puns do we need?



I WANNA BE A SAMURAI The world's gone absolutely ninja crazy!



A LOAD OF BALLS (AND A LITTLE PUCK THING)

EA SPORTS' GOT GAMES. THREE OF 'EM TO BE PRECISE.

■ UPDATING

WELCOME SPORTS FANS. GRAB YOURSELF A bottle of Bud, pull up a bar stool and whoop loudly because EA Sports 2003 range of games is nearing completion. It might not know its golden goal from the score bag, but it knows its US Sports better than most, which is lucky, because most of us over this side of the pond haven't got a clue.

For the majority of us the only time we yell about touchdowns, three pointers and face offs is when we're playing one of EA's long running *NBA*, *NHL* or *Madden NFL* series. We don't really care about all those stats and hot dogs, we just like a good bit of competitive sportiness. And our fave last year had to be the excellent *NHL 2002*. Beautiful looking, crammed with everything a puck-whacker could wish for and delightful to play, there wasn't much that needed changing, so EA has sensibly concentrated on perfecting the things that weren't quite spot on.

Game Breaker builds on the ability for a player to go 'in the zone'. Build up your power bar by scoring consecutive goals and you'll gain the ability to slow down the action, giving you the advantage in one on one situations.



PUCKER UP We went to a fight and an ice hockey...

The goalies are also much more intelligent, providing stern resistance to breakaways and making some spectacular desperation saves.

After 13 years of *Madden* games, EA's still finding new things to make this footy experience the most authentic yet. Apart from the usual Madden commentary, sound now covers the on-field action with the offensive and defensive calls audible over the obligatory oofs, whacks and thumping hits. The franchise mode has also been enhanced with the inclusion of a four game pre season where you get to evaluate the rookies and free agents before signing them up to your team.

Finally we've got *NBA Live 2003*. The biggest improvements have been lavished on the player's animations and movements. The players' react more realistically, responding to rebounds, running and shooting in one smooth motion to make the most of swift counter attacks and bumping and barging each other when things get a little heated. The players' skill, attributes, and animations will also mimic the hundreds of styles on show in the NBA. And if you've been following the sport since the days of big afros you can even unlock classic jerseys of your favourite teams.

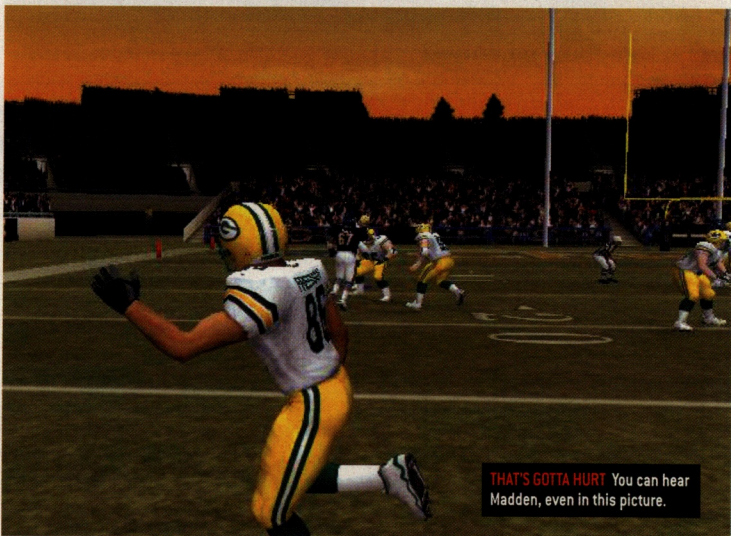
All of these are due in October.



POWER PLAY Oi, matey. Wanna get 'in the zone' with me?



AIR BALL I pray to thee, my chocolate orange, let me fly.



THAT'S GOTTA HURT You can hear Madden, even in this picture.

THERE GOES YOUR NO CLAIMS BONUS



NO RED LIGHT DISTRICT Hong Kong. The international road rage capital.

IGNORE THE NAME, **WRECKLESS** POSITIVELY ENCOURAGES YOU TO DRIVE LIKE A COMPLETE MANIAC AND CRASH MORE.

■ ROAD RAGE

THOSE XBOX GAMES KEEP ON COMIN'. THIS just happens to be one of the biggest selling of the lot, even knocking *Halo* off the top spot after just a week on sale in the US. Here're some *Wreckless* facts.

1 – You play as either an elite task force member trying to bring down the Hong Kong mafia or as a specialist agent trying to uncover links between the mafia and the police. 2 – You get to drive like a lunatic throughout the streets of Hong Kong. 3 – There're over 40 missions. 4 – You get to drive like a raving nutter across parks, down the pavement and even through shopping malls. 5 – The game's subtitled

The Yakuza Missions because whichever path you choose you've got a gang of Yakuza headcases on your ass the whole time. 6 – You get to drive like Stevie Wonder in a... you get the idea.



WE REALLY WANNA CHOP THOSE FINGERS It's the Yakuza!

TRUST YOUR INSTINCTS
FIGHT BACK

The logo for 'Turok Evolution' features the word 'TUROK' in a large, stylized, metallic font with a red and orange gradient. The letter 'O' is replaced by a circular target with a yellow center and a black crosshair. Below 'TUROK' is the word 'EVOLUTION' in a smaller, white, sans-serif font.

TUROKTM

EVOLUTION

www.turok.com

PlayStation 2

 NINTENDO
GAMECUBE

 XBOX

GAME BOY ADVANCE

 **Acclaim**

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GLOBALINSIDER

BABY NEWS BORN OF GOSSIPING HIPS

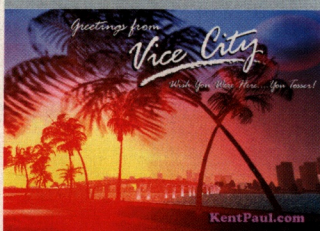


/ DEVIL MAY CRY 2

We're desperate for more info on this and what do we get? More screens. It's better than nothing I suppose. And if you've got one of those image enhancement thingys, that they always use in sci-fi films to identify the killer reflected in the TV screen, you could always spend a few hours studying this screen to see if you can glean any information on Dante's next PS2 outing.

/ CRASH TO THE MUSIC

TOCA Race Driver follows in the footsteps of Mat Hoffman's *Pro BMX 2* (page 22) with a list of licensed tunes for the soundtrack. It's not quite as comprehensive though with only six tracks so far. Al Green – *So You're Leaving*, Thin Lizzy – *Cowboy Song*, Lynyrd Skynyrd – *Sweet Home Alabama*, Morcheeba – *The Sea*, Iggy and the Stooges – *Search and Destroy* all feature. Unfortunately, so do Ash with *Death Trip 21*.



/ BRING BACK THE 80S

We can hardly wait for the follow up to our favourite game of last year. *GTA Vice City* even has its own dedicated spoof website that hints at the 80's vibe that will permeate the game when it's released this winter. Check out www.kentpaul.com for a glimpse at the garish world that awaits.

/ DRIVER 3 IS GO

Finally the confirmation that we've all been expecting for quite some time. The follow up to two of the most entertaining driving games ever made is already in production. On the *Stuntman* disc we've discovered a trailer for *Driver 3*. What's more, the maker of the *Stuntman* and *Driver* games has said that it didn't want to rush into making *Driver 3* on PS2 until it was familiar with the new hardware. So *Stuntman* was obviously a *Driver* guinea pig then.

MINIATURE MADNESS

A GAMING CLASSIC RETURNS. THE MICRO MACHINES ARE COMING TO PS2. LET BATTLE COMMENCE.

■ SHRINK SCRAPS

THE BRAVADO, BOASTING AND PSYCHOLOGICAL mind games have already begun at PSW.

Everyone here has dabbled in a bit of *Micro Machines*' shrunken mayhem at one time or another. Whether it was on the SNES, Mega Drive, PC or PSone, everyone fancies themselves as a bit of a miniaturised motoring master. Fond reminiscences of dragster racing around bathtubs, hammer battles on the top of precariously placed lab stools and deviously knocking your rival down a snooker pocket on the last lap have been conjured up by these new screens because everything looks familiar, traditional, unspoilt and just how we remember the beautiful game to be. It's been an emotional experience seeing an old friend coming back into our lives.

As you can see in our look at how *TimeSplitters* is coming along on page 47, change is not always for the best when it alters the beauty and simplicity of something you've grown to master, love and cherish over months of multiplayer madness. So it's comforting to see these screens displaying the latest version of

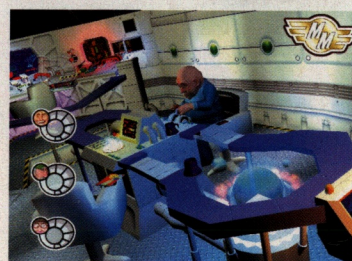


SOCIAL LIFE? *Timesplitters 2* and this. It's all over...



Micro Machines in its familiar, almost retro splendour. We say bollocks to first-person views, cel-shaded frippery and pointless over-complications. We're supremely content with more of the same thank you very much. Hammers, speedboats, lily pads, table tops, giant cocks... erm, the poultry kind of course... all with the added detail and shine of the PS2 variety but with the same old classic feel, speed and idiot friendly controls.

With more tracks than British Rail, stupidly amusing power ups and the usual collection of bizarre characters to choose from, the multi-tap will be your ticket to ruined friendships, late nights and the return of your wicked side when *Micro Machines* comes to PS2 this November.



THE RAT RACE The world is just one big car track.



BAD AS IN GOOD Oooh! Aren't retro things just fab?

WHAT THE OTHER MAGS SAY...

	PSW	OFFICIAL PS2	PLAY	P2	PSM2
NEXT GENERATION TENNIS	"They should have called it Generic Tennis" 6/10	Not reviewed	"Give this one a miss" 57%	Not reviewed	"There are better tennis games around" 61%
COMMANDOS 2	"If it's depth you want, dive in" 8/10	"Daunting but ultimately rewarding" 8/10	"Weeks of entertainment" 85%	"Not everyone likes this style of gaming" 8/10	Not reviewed
PRISONER OF WAR	"A flawed attempt at something different" 7/10	"Not the quiet revolution we'd hoped for" 7/10	Not reviewed	"An immersive 3D adventure" 8/10	Not reviewed



AIN'T GOT TIME TO BLEED

UFC THROWDOWN FEATURES SOME OF THE HARDEST MEN IN THE WORLD. JUST DON'T TELL THEM THAT THEY LOOK A BIT GAY WHEN THEY'RE GRAPPLING.

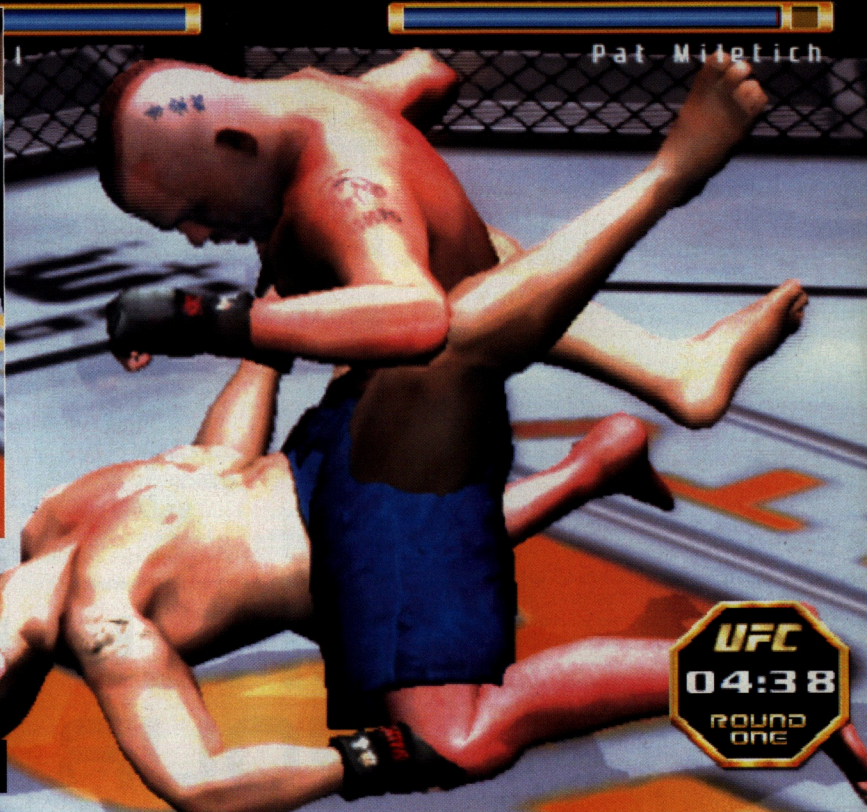
BRAWLING

TRY NOT TO GET CONFUSED NOW. *UFC THROWDOWN* IS very similar to *Pride FC* but the difference is... pretty minimal actually. They both let you choose from a wide variety of fighting disciplines in a bid to become the ultimate fighting champion. However, where *Pride FC* captures the spectacle of the WWE with OTT ring entrances and plenty of fighter personality, *UFC* concentrates on the rise of an individual fighter through the ranks.

You get to choose your fighter and then work your way through a number of different tournaments with

the ultimate goal being to build up your fighter to be able to take on the best and win. In RPG fashion you get to improve your brawler's ability as you progress. From pit fighting beginnings you can transform his style to kick-boxing or gravitate towards the martial arts. The more rounded your character becomes the better equipped you are to face the variety of *UFC* champions. With hundreds of techniques and thousand of moves to master you could be playing this for a very long time to really be the ultimate fighting champion.

Right now, the battle between *Pride FC* and *UFC Throwdown* to be the ultimate scrapper on PS2 looks like it could go down to a points decision.



MISS PLAYSTATION WORLD!

MAGAZINE SEEKS GIRLS FOR FAME! DON'T BE SHY!

ARE YOU A GIRL, A LADY, A WOMAN OR A female of any sort? Are you a man with a girlfriend, a sister or an unusually foxy and well-aged mum that you would like to see in *PSW*?

If so, send us a photo! *PSW* is looking to appoint a Miss PlayStation World! Yes, it IS just a thinly-veiled attempt to get you to send us photos of you and your ladyfriends, but you also win big too...

WHAT YOU WIN!

Exposure in *PSW*! While that may at first

seem like a rubbish prize of no financial or resale value, just think – *PSW* has many thousands of readers, some of which are probably top fashion photographers and model scouts, so you're almost guaranteed fame! We are also offering the winner a PS2 and the top ten games. Not as prestigious, but far better to sell.

Over the next six months (or until we get bored or you stop sending in photos) we will feature as many of your beautiful (or not – we're not fussy) pics right here in *PSW*. A winner shall then be crowned.

So get sending, ladies! You've got nothing we haven't seen before (on the internet) so be as saucy as you like. We're particularly fond of gingham bikinis.

SEND YOUR PHOTOS TO:

Miss PlayStation World 2002, *PSW*, Computec Media, 55 Lowlands Road, Harrow HA1 3AW (or email digital pics and scans to psw@computecmedia.co.uk)

Photos CANNOT be returned, so send a copy or a second favourite.



GLOBALINSIDER

MEATY MORSELS OF GAMING INFO TO DIGEST

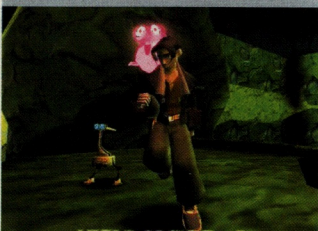


/ VIDEO THRILLS WITH RADIO CARS

Radio controlled cars require far too much effort for the few minutes of fun before the batteries run out. They've always been an Xmas morning thrill that peters out by lunchtime. Thanks to *Smash Cars* we can forget all about bawling like a baby when Grandad treads on it, and concentrate on some nippy, miniaturised racing with huge jumps and clever interactive environments. It'll be ready for release this September.

/ KIND SONY

It would seem that kind old Sony doesn't forget who put them at the top of the electronic tree. Having recently posted positive financial results for the first quarter of the year – thanks mainly to the success of PS2 – insider rumours suggest that it's about to reward us loyal consumers with yet another PS2 price drop. A quote from Sony towers was that "more cuts are in the pipeline."



/ TREASURE PLANET

Disney's new feature film gets the gaming treatment courtesy of Sony. The movie is based on the classic tale *Treasure Island* but with a difference. It's set in space amidst a backdrop of intergalactic pirates and a cyborg Long John Silver. No news as yet of what style the game will take. But we wouldn't bet against a platformer.

/ GET READY FOR OVERLOAD

Hot on the heels of the *Pokemon* phenomenon comes *Yu-Gi-Oh*. This card trading game has already taken over Japan with 7 million PS2 games sold and even a spin-off TV show. The card game is about to be unleashed on the UK's public so expect the PS2 game to follow pretty swiftly. You might not know what *Yu-Gi-Oh* is right now, we guarantee you'll be absolutely sick of it in six months' time.



MONSTER MAGIC Huge, gruesome but still waiting its turn.



STATTO The stats make as much sense in Japanese.



LEGAIA MIND TRICK Use the Uri Gellar special to counter.

ONLY PULLING YOUR LEG-AIA

IS THIS THE REAL WORLD, IS THIS JUST FANTASY?

POINTY EARS

CLEARLY LEGAIA: DUEL SAGA IS AN RPG IN the *Final Fantasy* mould, and that's no bad thing. After the success of the latest in the *FF* series, you would have thought developers would have been queuing up to satisfy our lust for dragons and small warty creatures with horns. But no, we're

bombarded with pitiful tales of pixy-related rubbish.

Eidos hope to change all this and quench our thirst for quality RPG's in one fell swoop. Although the storyline doesn't look like it will shame Dickens, the fighting is shaping up to be something special – the battles allow for highly technical fights while only using simple commands.

Although *Legaia 2* doesn't look to be breaking any new boundaries, the promised mini-games should keep you coming back for more. If Eidos can repeat the success it had with the original, if the battles live up to the hype and if the gameplay isn't dull, we could have a winner on our hands. Expect this hot little goblin sometime this autumn.



NO MORE LONELY FIGHTS It's no battle against the clock.



SHOWBIZ Super special courses are all about spectacle.



SMASHING Rallying against a real car is much more fun.

THE DIRTIEST CONSOLE AROUND

THE PS2'S COLLECTION OF OFF-ROAD RACERS KEEPS GROWING. **RALLY FUSION** IS STARTING TO LOOK LIKE ONE OF THE BEST.

SLIDING

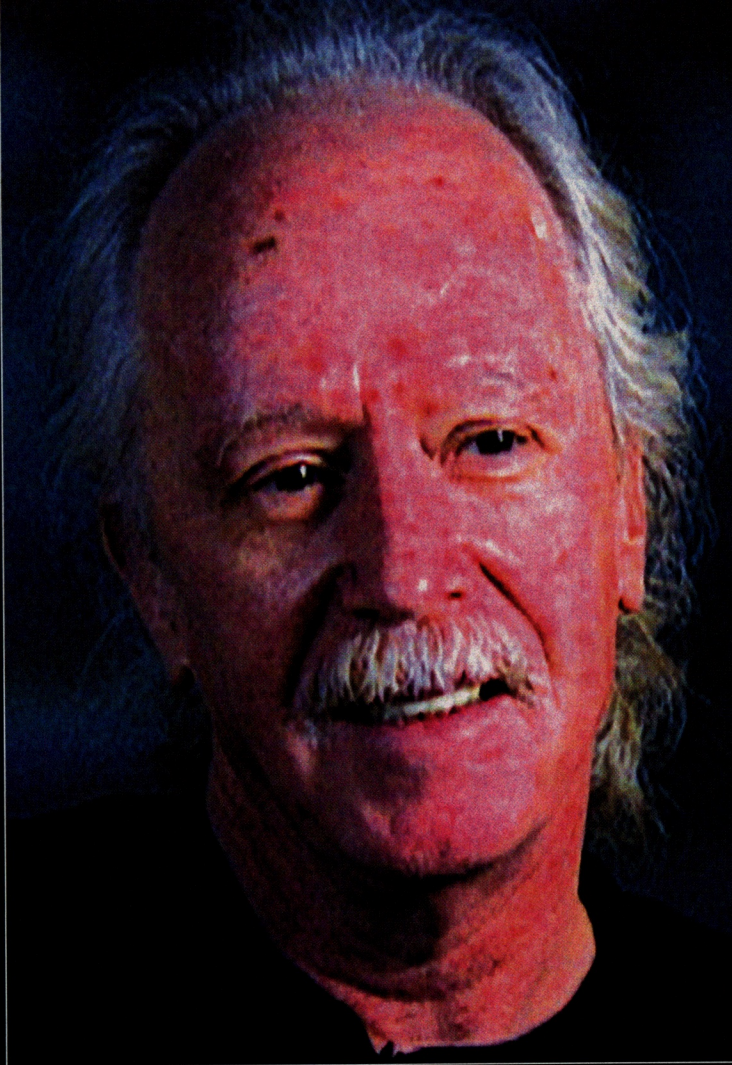
WRC, V-RALLY 3, GRAN TURISMO 3, RALLY Championship, Pro Rally, Master Rallye, Race of Champions... the list of PS2 gravel churners is growing by the month. Now *Rally Fusion* joins the off-road crowd. Well, that's not entirely true. *Rally Fusion* is in fact the new name for *Race of Champions*. We haven't got a clue why it's chosen to

rename the game because your aim is still to battle it out for the Race of Champions crown. But having had a play on this latest version, *Rally Fusion* doesn't deserve to be dismissed as another also-ran coughing on Mr McRae's tyre smoke.

With a classic collection of group B rally cars including the ludicrously powerful Audi Quattros and Lancia Deltas, *Rally Fusion* provides a pleasant alternative to those

Lancers and Imprezas that we see in every single carbon copy rally game. It also offers a bit of diversity in the highly competitive yet lonely world of PS2 rallying. Where other games pit you against imaginary drivers hidden behind a relentlessly counting clock, *Rally Fusion* chucks them onto the track alongside you for some bumper-to-bumper action. It can all get pretty heated too with one slightly over-aggressive manoeuvre ending up with your car rocketing off the side of a mountain for a spectacular demonstration of earth's gravitational power.

A selection of loop circuits and an abundance of special stages contrast the more common point-to-point rally stages, making *Rally Fusion* something of a dark horse coming up on the blind side of *V-Rally* and *Colin McRae*.



"WEIRD ZOMBIES – I LOVE THAT KIND OF STUFF"

PSW TALKS TO DIRECTOR, COMPOSER AND AVID VIDEO GAME FAN **JOHN CARPENTER**, WHO HAS TERRORISED CINEMA AUDIENCES FOR DECADES AND IS NOW SET TO DO THE SAME TO PS2 GAMERS. THE PORN INDUSTRY BEWARE. YOU'RE NEXT ON HIS LIST...

YOUR 1982 FILM, THE THING IS UNDERGOING SOMEWHAT OF A REVIVAL. HOW DID YOU INITIALLY GET INVOLVED WITH THE PROJECT?

At first I didn't want to remake *The Thing* because of my fondness for the original film which scared the hell out of me as a kid. Universal had the rights to remake it and so they approached me and asked if we could remake it in a different kind of way. I came up with the idea of going back to the original novella, *Who Goes There?*, by John W Campbell. Howard Hawk's 1951 movie, *The Thing from Another World*, had gotten rid of the imitative idea and a lot of that kind of material so I decided to return to those roots and basically reinvent the whole film.

WHAT IS IT ABOUT THE THING THAT YOU ARE MOST PROUD OF?

Well, *The Thing* is one of my favourite movies I've made. I don't think there's a movie quite like that film. It's one of the bleakest films ever made, it has a strange ending where you don't know quite what's happened and it's a very depressing kind of pessimistic view of humanity and its bleak future.

HOW ON EARTH DID YOU EXPLAIN YOUR VISION TO YOUR EFFECTS TEAM? THE LOOK FOR THE CREATURE MUST HAVE BEEN PARTICULARLY HARD TO PIN DOWN.

When we started the script only suggested horrors. It was almost the Lovecraft cliché of unspeakable horror. Well, we had to describe it. Rob Bottin approached me and he said this is a great opportunity – the Thing can look like anything. It doesn't have to look like one thing, it doesn't have

an original form, it imitates all the life forms it comes into contact with so we can have a field day with effects. That's basically the route we took.

KURT IS SOMEONE YOU GET ON WITH WELL AND SOMEONE YOU'VE USED IN MANY OF YOUR FILMS. WHAT IS IT THAT'S SO SPECIAL ABOUT HIM?

Sometimes you just respond to actors or actresses. I met Kurt in 1978 when we were doing a TV movie about Elvis in which he played the leading part and it was the way he approached roles, the way he saw acting and the way he saw movies. He was trained in the old Disney studios where they'd cut the camera if you didn't say your lines exactly right. He had old studio training and so he was absolutely the consummate professional and that just appealed to me. He is a highly underrated, brilliant actor.

ANOTHER RECENT DEVELOPMENT GIVES THE CHANCE TO PUSH THE FILM EXPERIENCE FURTHER. ALTHOUGH IT'S NOT A REMAKE, THE NEW VIDEO GAME BASED ON THE THING DOES DEFINITELY TAKE THE BEST ELEMENTS OF YOUR FILM AND MAKE THEM WORK IN A NEW WAY FOR A NEW AUDIENCE. MOST WILL NOT HAVE EVEN SEEN THE ORIGINAL. WHAT DO YOU THINK ABOUT YOUR FILM BEING BUILT UPON LIKE THIS?

I think it's great, you know back then we had no idea that something like a computer game would exist. There was *Pong* and I saw some crude and rudimentary computer animation, but back in the old days it didn't look too promising but lo and behold here we are. The technology just keeps getting more and



ICE MAGIC It looks like it's Kurt-ains for him.



DUH! "I said just a bit off the sides, now I look stupid."



3'S UP "Come on stop teasing, are you both aliens?"



SONIC SPOOK DUM DUM cha, cha, DUM DUM cha...

more advanced and in-depth and photo-realistic and more and more fun to play. I'm a video game addict – my son and I play all the time. There's a genre of video games that I really dig where you are entering a certain place and there's evil about – it could be weird zombies or crazy creatures running about – and you kill 'em and shoot 'em and it's great fun to do. I love that kind of stuff.

ANOTHER THING THE GAME HAS TRIED TO DO IS TO EMULATE THE MOOD AND STYLE OF THE FILM. A LOT OF THAT IS ACHIEVED WITH MUSIC, FOR WHICH YOU HAVE A PARTICULAR AFFINITY WITH.

Well the score for *The Thing* was composed

by Ennio Morricone, who is a brilliant and visionary composer.

WHAT DO YOU THINK OF THE FILMS THAT SO OBVIOUSLY DON'T WORK, SUCH AS THE HALLOWEEN SEQUELS?

I don't want to comment too much on the films but they give me this nice cheque every time they make one and I'm very appreciative. It's very nice – I'm a capitalist you know – I enjoy making lots of money!

EVER WANTED TO MOVE OUT OF THE SCI-FI/HORROR GENRES?

[Laughs] Straight into pornography – that's where I'm headed.

PSW SAYS



THE PLAYSTATION EXPERIENCE

Oh great. ECTS time. A boiling aircraft hangar full of sweaty men, 50 rubbish games for each good one, crowds of troublesome youths blocking every stand and **not as many pretty ladies** handing out flyers as your imagination tells you to expect. And not to mention all the people we'd rather avoid. They're bound to be there. They're always there. We'll probably end up in the same meeting as him, then get stuck on the table next to her at lunchtime. No doubt they'll be at the pub afterwards, too. There will be businessmen to talk to, smiles to be faked, and we always go home with one of those headaches you get after pretending to smile all day. Besides, **isn't the PlayStation Experience all about sitting down on your own and playing games?** It bears no relation to the obese, besuited hell of ECTS. See you there. We'll be the ones standing outside, waiting for it to end.

MICRO MACHINES

With an average age of about 28 years old, **it's no surprise news of this latest retro-reinvention has got the PSW team excited.** We can pretend the last ten years of our lives haven't happened and sit around in our bedrooms playing *Micro Machines* while mum makes the tea again. Except none of us live with our parents any more, games have become more complicated by a factor of ten, and we spend our spare time trying to re-buy the toys of our youth on Ebay for 50 times the original price. **Can the innocent premise of *Micro Machines* win over today's cynical, seen-it-done-it gameplaying public?**

GAME NAMES

Well, it's no surprise really. People who make games do spend a lot of time with the TV, **it's only natural to assume everything they do is in some way absorbed from movies.** But have they all been copied on purpose? That's for the lawyers to decide, so it's over to Rumpole of the Bailey and Ally McBeal, the two in-house PSW lawyers we've just invented. They should come to us if they need new ideas. See how easy it is when you try.



NEW BEST FRIEND You'll soon fall in love with the floor.



SEA HOW EASY Better keep the balance just right here...

SMITH GRIND KISSED THE RAIL

TUNES MAKE YOU SPEED MORE EASILY



FORGET NAPSTER, MAT HOFFMAN'S PRO BMX 2 IS THE WAY TO SAVE MONEY ON MUSIC.

ROLLING

NOT ONLY IS THIS GAME LOOKING LIKE THE biggest challenger to *Tony Hawk's* extreme sports crown, it's also going to have one of the best and most eclectic soundtracks yet to feature in a PS2 game. Up until now if you wanted some bangin' choons with your gaming *Wipeout Fusion* was the game

of choice. That could be about to change with *Mat Hoffman's* selection of hip hop, punk, funk and electronica. Forget *The Ace of Spades* and all that typical grungy rock, soon you'll have the chance to jump and grind to the likes of Eric B and Rakim, Iggy Pop and The Bombfunk MCs. Sounds like a much better mix of tracks to us. And thank Christ there's no Ash in this list.

THE FULL LIST

N.E.R.D – Rock Star
Fugazi – Guilford
Suicidal Tendencies – Institutionalized
LL Cool J – Rock the Bells
Iggy Pop – The Passenger
Eric B. & Rakim – Juice (Know the Ledge)
Ice T – Reckless
Crazy Town – Toxic
Bad Brains – I against I
Dub Pistols – Official Chemical
Gang of Four – Damaged Goods
Digital Assassins – Return of the Living
Bassheads (Somethin' Really Bad)
Swollen Members – Fuel Injected
MC Cool Rock – Boot the Booty
Spoon – Take a Walk
Bombfunk MC's – Freestyler
Secret Hate – Kevsadic
Jazzhole – Forward Motion
Dislocated Styles – Unified
Bad Ronald – All a Dream



NUTS! A description of this fool's genitals in approx. three seconds.

Nothing



SNACK TRICK The picnic bench to order food is tough.



GET UP! Don't try and curry sympathy with us.



NEED AN ORIGINAL NAME?

GAME NAMES ARE MOSTLY COPIED FROM FILMS, IT OCCURRED TO US WHILE WATCHING CHANNEL 5 RECENTLY. THINK WE'VE TOO MUCH TIME ON OUR HANDS? PERHAPS. BUT HERE, JUST LOOK AT THEM ALL.



FREQUENCY

THE FILM / Starring Dennis Quaid, James Caviezel (2000). Time-travelling tale linking dead dad to wireless-loving son. Son tries to save dad, things go bad. Paradoxes involved.

THE GAME / Press buttons to trigger music in plasma-green audio tunnels. We can say with great certainty that it was not inspired by the movie.

SIMILARITY SCORE: 1/5

Both contain sound

READY 2 RUMBLE

THE FILM / Starring David Arquette, Oliver Platt (2000). Real wrestlers team up with real actors to portray fake story of wrestling promoters gone bad.

THE GAME / Comedy boxing in such a colourful, comedy style you might be forgiven for thinking it's from Sega. It's not, it's from Midway. Good though.

SIMILARITY SCORE: 2/5

Pretend fighting features in both

DRIVER

THE FILM / Starring Ryan O'Neal, Bruce Dern (1978). Superb getaway driver makes an enemy in a high place. Dern's detective wants him stopped. Chases ensue.

THE GAME / Proto-GTA3 featuring city-based vehicle carnage. The sequel had running around bits – but they weren't particularly good. Hard, but nice.

SIMILARITY SCORE: 4/5

Cars, shooting, cops. Close

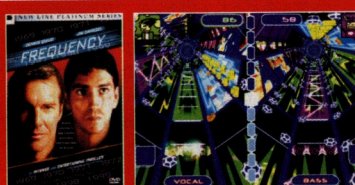
THE GETAWAY

THE FILM / Starring Steve McQueen, Ali McGraw (1972), Alec Baldwin, Kim Basinger (1994). So good they made it twice. Albeit not as well the second time around.

THE GAME / Oft-delayed London crime sim, that mixes elements of *Grand Theft Auto 3* with elements of *Grand Theft Auto 3*, combining elements of *Grand Theft Auto 3*.

SIMILARITY SCORE: 2/5

Lots of cars. Similarities end



SONS OF LIBERTY

THE FILM / Starring Claude Rains, Gale Sondergaard (1939). America revolution yarn. Contains no stealth. See also: *Johnny Tremain* and *the Sons of Liberty* (1957).

THE GAME / [Metal Gear Solid 2:] Stealth on a ship, lead character replaced by infinitely less popular lead character unbeknownst to all. With hindsight – a bad move.

SIMILARITY SCORE: 0/5

Officially zero share

VAMPIRE NIGHT

THE FILM / Starring Jimmy Jernan, Eden Rae (2000). Cute girl runs off to Hollywood, meets lady vampires, gets in scrapes, requires rescuing. Fairly sexy.

THE GAME / Vampirical shooting game set in infested East-European village. Sadly doesn't feature the babe-vampires of the film, just men. Not sexy at all.

SIMILARITY SCORE: 0/5

Ends at the title

SOLDIER OF FORTUNE

THE FILM / Starring Clark Gable, Susan Hayward (1955). Hong Kong military escape-escapade, pitching Gable as romantic rescuing hero.

THE GAME / Ludicrously violent dismemberment simulation, featuring guns, blood, men and various horrific and unnecessary combinations of all three.

SIMILARITY SCORE: 1/5

People die in both

COMMANDOS

THE FILM / Starring Lee Van Cleef, Jack Kelly (1968). Americans disguised as Italians go on infiltration mission, with unsurprisingly violent consequences.

THE GAME / [Commandos 2:]. Not the sequel to the movie, but an entirely unrelated WW2 ultimate stealth war sim. With equally violent consequences.

SIMILARITY SCORE: 4/5

Both ideal for hard men



RANT LINE!

Oh come on. Wrestling games are always rubbish. Although we all admit that when it comes to Stacy Keibler we all definitely WOULD! [background cheers]. Not at the same time, obviously. That would be completely disgusting, not to mention unhygienic.

Mark Black, Portsmouth

A pink magazine? What are you trying to say? I had to hide it under a copy of Razzle when I bought it. It's now safely hidden under my mattress – I only read it when my mum goes out.

Simon Hall, Upminster

Don't slag off SmackDown! Just Bring It. I played it for six months with my friends, and still fire it up sometimes for a go. We'd all kick your arses any day. [chants in WWE style] You suck! You suck! You suck!

Darren Roads, Epsom

I'm not sending you any video evidence to put on your DVD. My skills are so

cutting-edge I don't think the world is ready for me.

James Granger, Brighton

I bet you one hundred pounds that all of these rants are made up. Not including this one, of course, which is real. In fact, I bet you never even listen to them, do you? DO YOU?

Kat Jones, Norwich

Every month for the last year you've had information on Onimusha 2. Will it ever come out? Does it really exist, or have you just made it up yourselves?

Paul Rothwell, Pembrokeshire

Silent Hill 3 with an Ultravox-inspired soundtrack? Surely that will be the most terrifying game ever!

Andrew Firth, Glamorgan

Issue 31, page 26, bottom-left corner. A woman is clearly seen licking a man's face. Please can you do a feature on this game, please. Perhaps you could do a

IT'S RUBBISH! IT'S GREAT! YOU SUCK! THEY SUCK! EVERYTHING SUCKS! THESE ARE YOUR TAPE-RECORDED OPINIONS AND THEY COUNT, NO MATTER HOW STUPID THEY SOUND FIRST THING ON MONDAY MORNING.

panel including other famous licking scenes from movie history. I have plenty of suitable scenes in my collection of imported region-free DVDs.

Neil Carlton, Lancashire

Hooray! Another 50 Star Wars games are in development! No one buys them, no one really enjoys them and they never really have that much to do with Star Wars with the "parallel timeline" and fictional characters they use... so why really bother?

Phil Cattell, Derby

I think you should stop giving so much coverage to racing games. There hasn't been a good one since Burnout, and that was almost a year ago. But I think TOCA and Burnout 2 look quite good.

Luke Peters, London

Where's Ape Escape 2 gone? It seems to have just vanished altogether. Is it out yet? Or when is it coming out?

Kevin Smith, Peterborough

CALL NOW!

RING THE RANT LINE ON 0870 0787 0033 TO VOICE YOUR OPINIONS. OR, VOTE FOR THE GAMES YOU WANT TO SEE MORE OF BY DIALLING ONE OF THE NUMBERS BELOW!

LORD OF THE RINGS	0870 787 0445
RED DEAD REVOLVER	0870 787 0446
FERRARI F355	0870 787 0447
HARRY POTTER	0870 787 0448
SILENT HILL 3	0870 787 0449
ZONE OF ENDERS 2	0870 787 0450
THE SIMS	0870 787 0451
TENCHU 3	0870 787 0452
BOND 007: NIGHTFIRE	0870 787 0453
BLACK HAWK DOWN	0870 787 0454
KELLY SLATER SURF	0870 787 0455
RTX RED ROCK	0870 787 0456
MGS2: SUBSTANCE	0870 787 0457
BLADE 2	0870 787 0458
EVIL DEAD	0870 787 0459

Please ensure you have the permission of the person who pays the phone bill before calling. Calls cost no more than 7p per minute.

Dialogue



WE DEDICATE A WHOLE FEATURE TO STREETS NAMED AFTER PS2 GAMES. IT'S BEEN A QUIET MONTH...



MISCELLANEOUS CUTS

Why don't you add game posters (A3) to your mag for extra popularity?
Maurice Henry

I have just bought *V-Rally 3* and I must say how truly disappointing the game is.
Adam Batt

Please print this as I'll be famous amongst the population of Northumberland. That's four people.
Steve

My favourite issues were #12 and #16 because they had the *Silent Hill 2* trailers.
Adam Khalil

I still think issue 24 is your best yet. *TimeSplitters 2* is awesome.
Steve Tozer

Two years on and I'm STILL obsessed with Emily Bouff from *Bits*. Should I carry on waiting for her or move on?
Tony Carmichael



SEND YOUR THOUGHTS TO:
Dialogue, PSW,
Computec Media UK,
55 Lowlands Road, Harrow,
Middlesex HA1 3AW.
psw@computecmedia.co.uk

Lieutenant Worf episodes of *Star Trek: The Next Generation* where he visits his home world and has to face the Klingon High Council. God, those episodes are boring. Shall I stop now? I could carry on like this all day.
Neil Hankle, Gillingham

The forthcoming *Burnout 2* has triggered a mini multiplayer *Burnout* revival in the office, with Mr Pierce demanding a copy be brought in for two-player races. He went a bit quiet after back-to-back losses to Mr Foley and Mr Williams, though. LN

HAVE PRIDE IN THE MAGAZINE

I have tried phoning but couldn't get through. Please cover *Pride FC* from THQ, it's the most realistic fighting game ever and the one-hit KO's are amazing. Sanders Keel, one of the guys behind the game, actually listens to what the fans want, unlike *Crave* and their crappy *UFC* game. Being a martial artist myself I will beat you up unless you cover it...
Neil Allen, location unknown

Use your physical threats on THQ and get them to send us a copy then. All we ever get out of them is wrestling games. MF

INTERESTINGLY ENOUGH...

Here's an interesting fact for all you *Metal Gear Solid 2* fans out there. The last PS2 sales chart shows the game at a pretty lowly 19th place, currently being outsold by such unglamorous titles as *FIFA 2002* (7th), *Vampire Night* (8th), *Deus Ex* (10th) and the positively ancient *Tekken Tag Tournament* (15th). OK, so *MGS2* has been out for quite a bit longer than some of those titles, but Konami's own *Pro Evolution Soccer* has been available for twice as long and is still up at number 12. Surely this is a sign that 'word of mouth' about *Metal Gear Solid 2* has hardly set the world on fire, and has, in fact, sent large portions of it to sleep.

Sorry for the dull nature of this letter, I assure you I am slightly more interesting than this in real life. I just wanted to puncture Snake's balloon slightly. And yes, I bought it, and yes, I found it a huge challenge to just force myself to plod through it.
Andrew Johnson, Newbury

The PSW mailbag is split three ways on this subject. One third says it's the best thing since chips, one third says it's as dull as grey terry-towelling trousers, while a further third suggests we should stop printing letters about *MGS2* and therefore stop encouraging more people to send in letters about *MGS2*.

FANTASY FANATIC

Drakan, ring any bells? "Out: Now" sound familiar? It's not. It hasn't been. I'm bored. One more thing, is anyone else going schitz having to skip past hours of football and racing games on your DVD? Does anyone really care how much Britney can flex in a

WWE PARKING FURY

Will there ever be a proper driving simulator where the player can drive anything from a push bike to a HGV or an airport baggage carrier? It could have a championship mode, and be able to unlock special vehicles. There could also be another mode where the player has to park the vehicle in several different areas to be able to attempt to park the next vehicle. How about it, good idea or not?

Ben Simmons, via email

Fairly bad, to be honest. Parking is a tiresome and awkward chore at the best of times, and not one that really deserves to be immortalised in a video game. Mind you, if they can make an interesting game out of F1 then anything's possible. SW

EASTENDERS OR CORRIE?

I have to say that I am looking forward to *The Thing* greatly. By the way what are the PSW team's favourite TV programmes? I'd really like to know.
Duncan McCullie, via email

Thank you for paying attention to the magazine and asking what we asked you to ask. The PSW team's top five favourite TV shows are as follows. Stephen Pierce – *The Larry Sanders Show*, *Seinfeld*, *Moonlighting*, *Miami Vice*, *Whatever Happened to the Likely Lads?*

Lee Nutter – *Saved by the Bell: The College Years*, *Going Live*, *The James Whale Radio Show*, *Star Trek DS9*, *Hart to Hart*
Gary Cutlack – *Blake's 7*, *Star Trek TNG*, *Father Ted*, *Eerie Indiana*, *The Last Resort*
Steven Williams – *Spaced*, *The Prisoner*, *The Young Ones*, *Black Books*, *Sledgehammer*
Mikey Foley – *Porridge*, *Only Fools and Horses*, *Minder*, *Blackadder*, *The Professionals*

NATHAN'S IDEA: 6/10

I am writing this letter to see if you think it's a good idea to make a motorcycle game with a storyline. The character would be having an argument with his/her parents saying he/she wants to be a motorcycle racer. He/she does not get their own way and you (the character) searches for some money to buy an ex-race bike for which the character wants to learn all the basics of racing motorcycles on. He/she gets promoted then races from small to large capacity bikes ranging from early classic bikes to period world super bikes or grand prix bikes.

Another part would be for the character to have a family, for which he/she teaches the children to race, then funds the children to start racing using their skills in business. All the bikes would have to be tuneable, have a heavy damage capacity, an exceptional frame-rate and excellent physics engine.
Nathan Weston-Edwards, Stoke-on-Trent

Perhaps there could be a mini-game where you play the biker's worrying wife, too scared to watch the races on TV and waiting beside the phone at race time for 'that' call. Level 4: Sit Down, Mummy Has Something To Tell You: Daddy's Not Coming Home Again. GC

MEANWHILE, BACK IN THE FOREST

I am extremely excited about *Burnout 2*. Please feed me more information, lest I starve and have to make do with an inferior news story. Like *Onimusha 2*, about which I have already read way too much. Please stop covering the sequel now – the first *Onimusha* was boring, and to my mind nothing set in 'Feudal Japan' ever turns out to be interesting, what with all the compulsory woodland sequences and boring discussions about honour. If I wanted boring discussions about honour I'd watch one of the



MARSHALL LAW'S FISH BAR AND KEY CUTTING SHOP

A short walk down the road from where I live lies the blue-rinse specialist 'Spyro's Hair Fashion'. I know it's been a long time coming, but is our favourite purple dragon really having to supplement his income between games?

Simon Degg, Middlesex

LARA CROFT'S USED CAR DEALS

A friend of mine lives in Kingsfield Road. As in the game. From which much hilarity arises. Do I win anything for bringing this to your attention?

Joanne Munk, Harrow

Readers! Do you also live in or near a place that sounds a bit like it might be from a PS2 game? If so, send us a photo. We might print it and send you a little something as a reward. Especially if you live on Dino Stalker Avenue. SP

PVC suit? In fact, never mind, scratch that last, everyone cares.

One more thing, stop taking the piss out of *Final Fantasy: The Spirits Within*. It had monsters, it had an evil obsessive bad guy and the hero's lover didn't miraculously come back to life at the end – what more do you want?! One more thing, people who don't like the FF games – feel free to continue driving around in circles going "vroom", there's a good yob. Nice hats by the way.

Nigel Jeffery, North Yorkshire

Did you notice how our *Final Fantasy* review was written by a chap called Mark who doesn't normally write for the magazine? That's because no one here likes *Final Fantasy* and wants to spend their life reviewing it. We have to bring in "special" people to cover the dreaded FF. We'll send you Mark's email address, you two can become best friends. GC

LET ME SORT IT OUT FOR YOU

I have to make a serious complaint directed at the games industry as a whole. I recently decided to rent out *Final Fantasy X* from my local games rental store and once I got home I was endlessly playing it. So much so that I didn't realise I had forgotten to take the game back until they called me to remind me of the fact. Because of this I had to fork out an extra £20+ charges for overdue games. Because I had still not completed the game I had to go out and buy it. Thus costing me in total £70. I think it is disgusting that there was not a warning on the label stating this game WILL be detrimental to your health, social life and wallet.

Tim Pyke, via email

rotting away at the core of the games industry. Office opinion is that you've just made that story up anyway to get in the magazine. Well done. SW

MUSHY PLEASED

Onimusha 2 coming with a 60Hz display option?! Thanks, Capcom. It may be two years after everyone else, but still thanks for listening to us and making the effort. Is this finally the moment PS2 becomes the console that both hardcore and casual gamers can enjoy?

Paul Green, Clevedon

LETTER OF THE MONTH ACTUAL REALITY SUCKS

Whatever happened to virtual reality? Surely PS2 is powerful enough to put this 1990s vision of the future back on the agenda? And while we're at it, shouldn't we all be fully immersed in interactive movies by now? Or have developers just realised that the future of games lies in GOOD GAMES rather than these tacky little gimmicks designed to create publicity? I have many other questions too – I'll save them for a subsequent letter.

Samuel Campbell, Market Harborough

We're still a little upset that it's 2002 and we're still have to walk everywhere, using our legs like common savages. And yet another month passes with no concrete news on an effective, fully functioning robot woman. Come on you Sony bigwigs, forget this Eyetoy nonsense and build us a passable girly plaything! We'd put it on the front cover and everything. GC

From now on, any letters we get that use the phrases "casual gamers" and "hardcore gamers" are going straight in the bin. Anyone who considers themselves to be or refers to themselves as a "hardcore gamer" is, in fact, what we in the industry like to call "an arsehole". GC

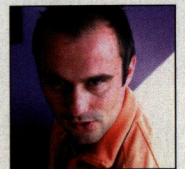
TOUCHDOWN!

Please put all us *Pro Evolution* fans out of our misery. You lucky lot are playing the latest Japanese instalment (*Winning Eleven 6*) of the wonderful game at the moment, so have they committed the crime again? Has Konami left out the option to play the Master League in two player co-operative mode? I really think they made a mistake the first time around as my friend and I like nothing more than to thread through balls to the front men against the computer AI. A lot of my friends agree with me on this. What are your thoughts? I contacted Konami when *PES* came out and they said they had been swamped with calls on the subject. The option was present in the PSone *Evolution* games so why not in the PS2 version? We HAVE to know.

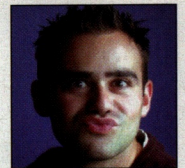
Derren Smith, Wolverhampton

As the resident *PES/Winning Eleven* expert I'd love to be able to calm your fears. Unfortunately my knowledge of Japanese only extends as far as the in-game strategy screens and the shouts of "shooooooto" from the commentators. As far as we could work out, the Master League still seems to only be a single-player challenge. Remember though, *Pro Evolution Soccer* was very different from *WE5*, so it might still make it into *PES2*. MF

DOING 'SEXY' LOOKS >>



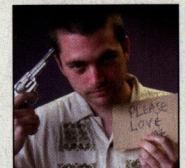
>>STEPHEN PIERCE
Has spent the last month practising *TimeSplitters* at home in secret for the purposes of office play.



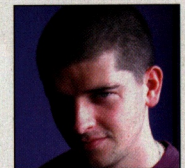
>>LEE NUTTER
Has spent the last month on holiday, on trips and generally not here. Did we miss him? No. As if.



>>GARY CUTLACK
It's amazing how much of the internet you can download and store in a 31 day period.



>>STEVEN WILLIAMS
Has spent much of the last month on hold while talking to (and shouting at) British Gas.



>>MIKEY FOLEY
Has been keeping his head down, staying out of trouble, eating and making people happy.



That's more of a problem with your own personal priorities and motivations rather than a cancer



TO WIN A PILE OF WILD THINGS GEAR CHECK OUT www.wild-things.co.uk

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PlayStation 2



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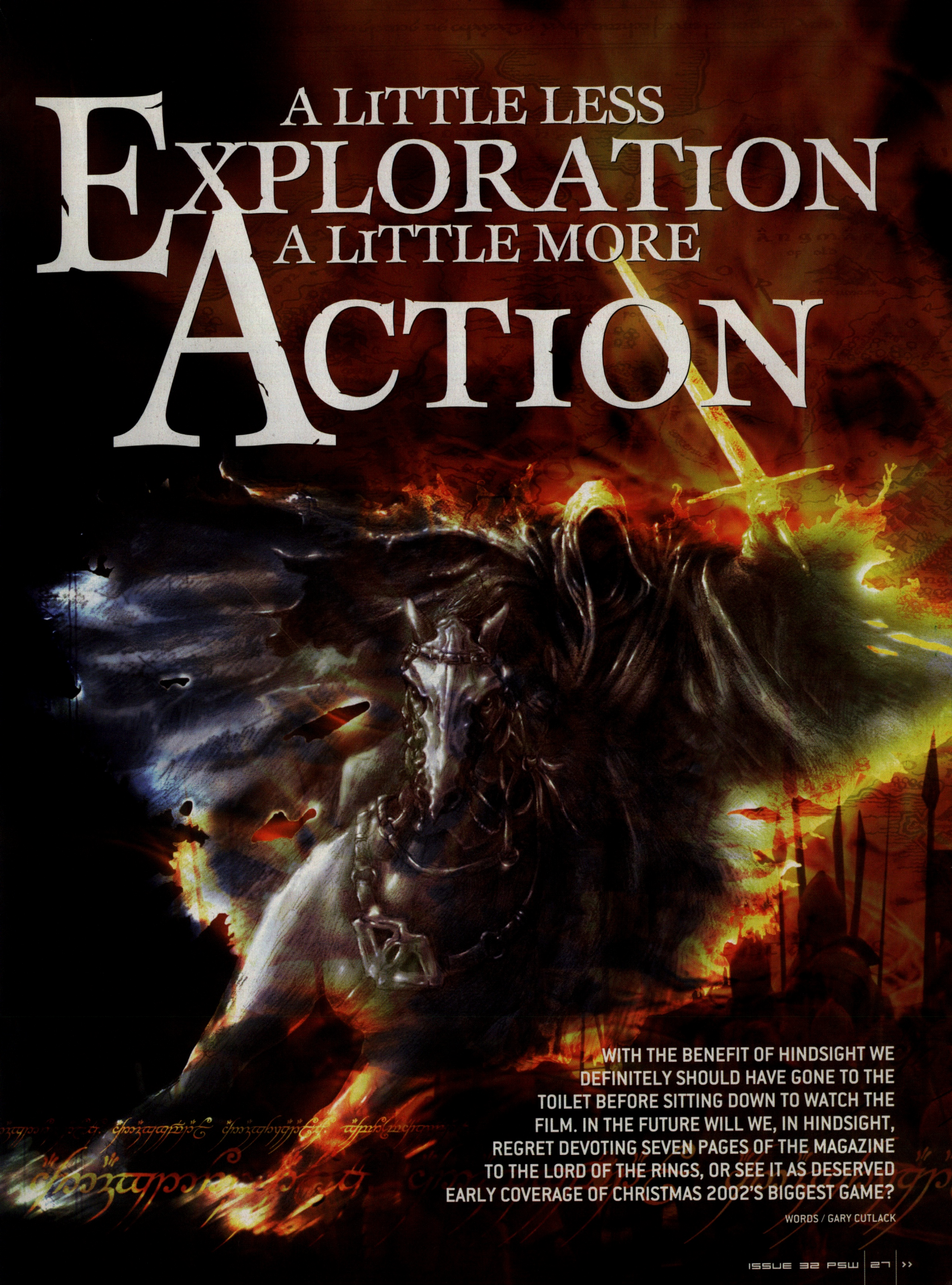
Including the Nissan Skyline GT-R Concept, the Volkswagen W12 and the Suzuki GSX-R/4. Plus over one hundred more heart-thumping racing, production, rally, concept and fantasy cars. RRP: £24.99. GT Concept. It's GT with attitude.



uk.playstation.com



PlayStation 2
THE THIRD PLACE



A LITTLE LESS EXPLORATION A LITTLE MORE ACTION

WITH THE BENEFIT OF HINDSIGHT WE DEFINITELY SHOULD HAVE GONE TO THE TOILET BEFORE SITTING DOWN TO WATCH THE FILM. IN THE FUTURE WILL WE, IN HINDSIGHT, REGRET DEVOTING SEVEN PAGES OF THE MAGAZINE TO THE LORD OF THE RINGS, OR SEE IT AS DESERVED EARLY COVERAGE OF CHRISTMAS 2002'S BIGGEST GAME?

WORDS / GARY CUTLACK

THE LORD OF THE RINGS: THE TWO TOWERS



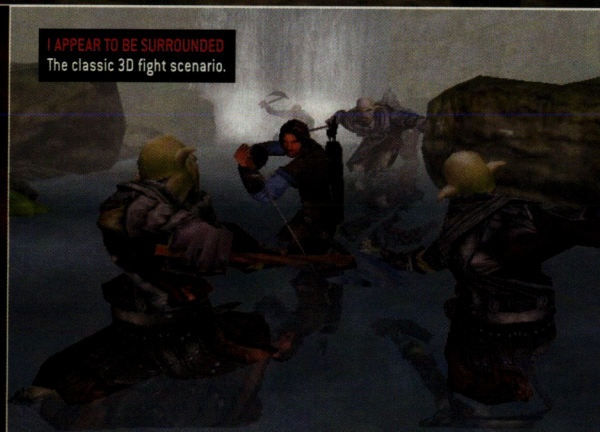
YOU CANNOT GO NORTH Men.
Always with the swords.



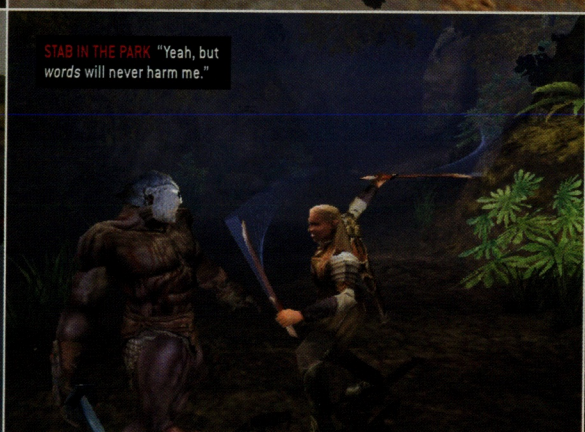
MONSTAH The bigger they are
the higher the energy bar.



RING PULL? Go back to the
shop and buy a tin opener.



I APPEAR TO BE SURROUNDED
The classic 3D fight scenario.



STAB IN THE PARK "Yeah, but
words will never harm me."

/ YOU CAN
ONLY GET
SO FAR BY
SIMPLY
MASHING
BUTTONS
IN THIS
GAME /

WHETHER YOU LIKED IT OR NOT WAS IMMATERIAL, FACT IS JUST ABOUT EVERY ACTIVE CINEMA-GOER IN THE COUNTRY WENT TO SEE THE LORD OF THE RINGS, WITH ALMOST ALL OF THEM MANAGING TO GET THROUGH IT WITHOUT NEEDING A TOILET BREAK. AND, IF ALL GOES ACCORDING TO PLAN, ELECTRONIC ARTS WILL BE ON THE RECEIVING END OF MANY £40 LUMP SUMS COME THIS NOVEMBER, AS ITS GAME – PROPERLY TITLED THE LORD OF THE RINGS: THE TWO TOWERS – ARRIVES ON PLAYSTATION2.

Despite the name suggesting that the game is based purely on the second part of the trilogy, it actually draws on the stories, locations and characters from the first two films (or books, if you're that way inclined). Being the naturally inquisitive sort of person that reads the word bits of games magazines as well as looking at the screenshots, no doubt several questions have sprung into your curious, information-sponge of a mind. So let's bring in an expert. Let's ask *LotR's* (as we shall refer to it to save precious magazine space) senior producer and co-director Scott Evans to fill us in on everything to do with everything: "Our game is entitled *The Lord of the Rings: The Two Towers*. The gameplay spans the story of the first two films – *The Fellowship of the Ring* and *The Two Towers*," says Scott.

It's hoped that many movie fans will be tempted by the game in the hope of seeing film footage and locations ahead of the film's Christmas release. Plus, Electronic Arts is probably also hoping a whole world of mums and grannies will be buying anything with *Lord Of The Rings* stamped on it for their kids this Chrimbo. But is it authentic, or has it just stuck the logo onto any old mediaeval-style combat game? That's a good question, and one we put to Scott Evans thus:

DOES THE STORY CONFORM TO TOLKIEN'S ORIGINAL? DOES IT COVER THE FIRST TWO BOOKS IN THEIR ENTIRETY?

The gameplay spans the story of the first two films. As such, there's an incredible amount of material available to base a game upon. In fact, our first challenge was to pick and choose from some of the most awesome film sequences ever created! After our locations, characters, etc. were chosen we then started to pour over every detail imaginable to make certain that our game closely matches Middle-Earth.

HOW MANY WEAPONS DO YOU HAVE, AND WHAT TYPES?

Each of the three playable characters has specific weapons as portrayed in the films. Aragorn uses his sword and has his bow as a ranged weapon. Legolas primarily uses his bow, but has Elven fighting knives for melee combat. Gimli uses his two-bladed Dwarven axe, and also has throwing axes for ranged opportunities. Players will also have the opportunity to upgrade all of these weapons and purchase new fighting moves.

SURELY IT SHOULD'VE BEEN A FINAL FANTASY-STYLE ADVENTURE GAME RATHER THAN A HACK 'N' SLASH AFFAIR? IS IT PURELY FIGHTING, OR IS THERE ADVENTURE AND STEALTH ACTION TOO?

Like the films, the game is focused on a third-person action/adventure experience. The game features dramatic camera views of the action within fully 3D interactive environments taken straight from the big screen. A visceral, tactical combat system will encourage players to be strategic with their selection of characters, weaponry and moves.

DOWN WITH THIS SORT OF THING!

INTERNET PETITION TO CHANGE THE NAME OF THE TWO TOWERS GENERATES INTENTIONALLY AND UNINTENTIONALLY HILARIOUS RESPONSES.

Some joker started up a web petition to have *The Two Towers*' name changed, claiming the director had "decided to tastelessly name the sequel *The Two Towers*," adding "the title is clearly meant to refer to the attacks on the World Trade Center". The petition got a lot of responses – some serious, some not so. Here are our favourites...

"This has to be the single stupidest petition ever conceived. The moron who thought this up is an obviously illiterate ape who doesn't deserve to live, let alone get access to a computer."

"Change the title to 'Dude, Where's my Ring?'"

"I think we need to bulldoze that tower in Pisa too. The leaning tower is clearly a symbol that Italians hate the victims of September 11."

"What sort of morons sign this petition seriously?"

"The facts that movies were shot long before 9-11 and the books were written long before Elvis had a hit notwithstanding, any modifying of the title would result in free publicity for New Line, thus bringing more revenue for the film."

"Peter Jackson, have you no shame? You should be thrown into prison for trying to capitalize on the 9-11 attacks. Why can't you just name it 'LORD OF THE RINGS TWO'???"

"Hello, I am Osama bin Laden, and yes, I did help Peter Jackson with the movie. I even helped Tolkien write the book 50 years ago."

"I agree fully. This is a careless, heartless attempt at making more money by Peter Jackson. He knows naming his movie *The Two Towers* will cause controversy, and will in turn cause people to go see it. And he cannot change the title because he knows it will flop otherwise. The controversial name is his only chance to get people into the theatres. Please, New Line Cinema and Peter Jackson, do the right thing and change the title."

"It's the name of the book! It came out in 1954! Get a grip!"

"While we're at it, let's ban the words 'two', 'towers', and 'trade' from all spoken language. We don't want anybody to remotely be able to connect a stray thought to the Trade Towers."

"Personally, the movie titled 'The Muppets Take Manhattan' causes me much more concern. The title alone implies the Muppets had something to do with the 9-11 attacks. I fear this will lead to a racial stereotyping by law enforcement personnel against the Muppet population in the US."

"Yeah, and I'm annoyed by the title of book three also, let's call it 'The Return of the Democratically Elected Head of Government.'"

"I agree. And all those idiots who said the book was written before, that doesn't mean they're not cashing in. It is blatantly named after the Twin Towers. Idiots."

"OK, OK. You all convinced me. I am renaming the movie 'Anthrax Mailbag and the Shoe-Bomb Terrorists'. I hope this satisfies everyone" [posted by someone purporting to be Peter Jackson]

LAKESIDE CENTRE I see imminently dead people.

A HEAD FOR A HEAD Justice, Middle-Earth style (ie, death).

BRINGING THE HOUSE DOWN The similarity to the film is impressive.

ARE THE DIFFERENT CHARACTERS AVAILABLE TO THE PLAYER JUST THERE FOR SHOW, OR WILL YOUR CHOSEN ROLE AFFECT THE GAMEPLAY?

Yes, the gameplay experience will be different based on which character you choose, given their unique characteristics and differing upgrade paths.

WHAT CONCLUSION CAN THERE BE TO THE GAME? DOES IT GO BEYOND THE TWO TOWERS?

Well now, we can't give away all the secrets can we?

WHAT ENEMIES DO YOU MEET?

Players will battle most of the enemies and monsters found in the first two movies, including the Ringwraiths, Moria orcs, Mordor orcs, Saruman's Uruk-Hai, the Cave Troll from Balin's Tomb, and as yet unseen baddies from the upcoming film, to name a few.

WHAT PART OF THE GAME ARE YOU MOST PLEASED ABOUT?

The actual production of the game is realised through a close, collaborative relationship with New Line Cinema and Peter Jackson's production units in New Zealand. This exclusive relationship provides us access to every detail about the film series imaginable – therefore enabling us to achieve a close visual correlation to Middle-Earth. We want people to play our game and say to themselves, "Wow! Is that scene from the game or the movie?!" So far, we are very pleased with our progress and feel players will have exactly that reaction when they experience the game.



UP 'N' OVER Shapely terrain should up gameplay fun.



THE ARCHER For those of you who prefer distant combat.



THE AXE-MAN DIE-ETH A bad day to die. It's raining.

IS THE GAME BASED ON MISSION OBJECTIVES, OR DOES IT INVOLVE FREE ROAMING?

The player will need to progress through each of the levels, so it is mission-based.

HOW MANY CHARACTERS APPEAR ON SCREEN AT ONCE?

We've crafted a very advanced rendering engine for the PS2 which allows us to display dozens of characters on screen at once in some highly detailed environments. We're very proud of this technical feat, and we're confident that the quality of the game graphics demonstrates that achievement.

BOWS AND ARROWS AGAINST THE LIGHTNING

So far, so exactly what we'd expect to hear from a man in the throes of 'bigging up' his product. The images show a game that seems to consist of edited highlights of the films' most dramatic set-pieces. So with such an array of characters and stabbing implements to choose from, how do you go about creating a balanced game?

"We've created a fighting system that is accessible, but increasingly complex to keep the action fresh and the player wanting to defeat the orcs. You can only get so far by simply mashing buttons in this game," promises Steve, before going on to explain this in a typically developer way we don't really understand, but are leaving in for all you clever people out there:

"The fighting controls intersect with a complex AI system that we call the Battle Manager. This system creates and manages massive, raging

battles between orcs, elves, and the armies of men... and the player is right in the middle of the action"

The thing is, we never really care for these running-around-in-circles-hacking-things-up kind of games. You never know who you're attacking, you often get surrounded, and when you do feel in control, gameplay tends to degenerate to pressing the same buttons again and again. We want assurance that *Lord of the Rings* isn't going to be the same as all the rest; we want to know that skill is involved too; that it's not all just slings, arrows and outrageous misfortune. After all, there's nothing more tedious and frustrating than games where one wave of battling monsters with clueless button-bashing is followed by another. And another. And another... Hence this question:

HOW DOES THE FIGHTING WORK? IS THERE A TACTICAL SIDE TO THE BRAWLING, OR IS IT SIMPLE HACKING ALL THE WAY THROUGH?

During combat, the player has many different moves at his disposal, which range from basic combo attacks to complex killing move sequences. This allows the player to create some fantastically varied attacks. The player also uses their bow, throwing knives or throwing axes to take out enemies at range... or even up-close if you're really skillful with the weapons.

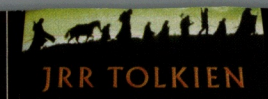
WHY DID YOU CHOOSE THE THREE CHARACTERS? SIMPLY BECAUSE THEY'RE THE FILM'S MAIN PROTAGONISTS?

Yes, they are the major action heroes in the movies! So naturally it makes sense to have them in the game.

THE TRILOGY IN BRIEF

A CONCISE GUIDE TO THE THREE BOOKS.

BOOK 1



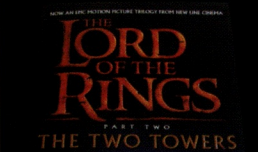
J.R.R. TOLKIEN

BOOK 2

THE TWO TOWERS

PLOT

Small men go to bad place to destroy ring. Reformed evil thing helps cause. Separate group saves many more small men. Big battle ensues.



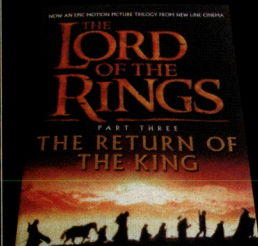
J.R.R. TOLKIEN

BOOK 3

RETURN OF THE KING

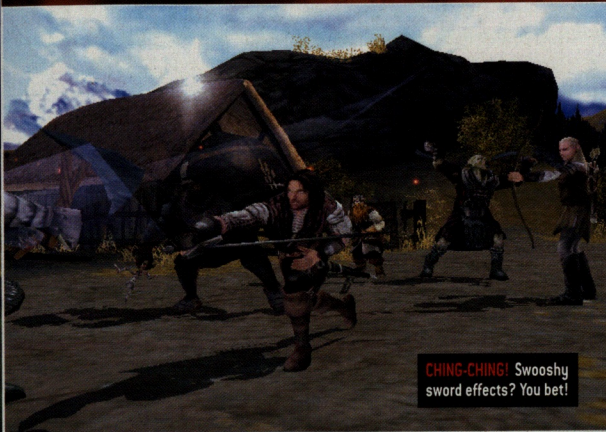
PLOT

Groups break up. People die. Hope is completely lost. Challenges faced. King leads undead army. City saved. Ring destroyed. Evil thing defeated.



J.R.R. TOLKIEN

THE LORD OF THE RINGS: THE TWO TOWERS



CHING-CHING! Swooshy sword effects? You bet!



HOBBITAT An artist's impression of... a house?



CHOOSE YOUR WEAPON "Sir! I challenge you to a... AGGHH"

LORD OF THE RINGS 2003: ROAD TO THE MOUNTAIN

There's nothing Electronic Arts likes more than a recurring annual franchise. If a thing's worth doing, it's worth doing properly and on a yearly basis. On this possibly touchy subject, Steve brings expected news, saying: "Electronic Arts has a multi-year agreement with New Line to develop/release a series of games using its movie-license. The plan is to release a total of three games, as of now, based on the *LotR* movie rights: this year's *The Two Towers*, next Christmas's *The Return of the King* and the following Christmas's *Trilogy Project* [currently only operating under a working title]."

HOW WILL THE GAMES FIT TOGETHER? WILL THEY REPRESENT DIFFERENT PLAYING STYLES (SAY, AN ACTION GAME, AN ADVENTURE GAME, A PLATFORM GAME [JOKE]), OR WILL THEY RUN AS ONE SEAMLESS STORY?

We've only announced that we'll be coming out with new games in late '03 (based on the third movie, "*The Return of the Kings*") and '04 (a trilogy-type game, no title yet). You can bet that we'll have more details to announce later on!

WHY DID YOU CHOOSE THIS STYLE OF GAME IN THE FIRST PLACE?

Our goal is to recreate the intense action moments from the first two films, so a third-person action/adventure felt the most appropriate way to deliver fun gameplay, while recreating the stunning visuals of the films in the interactive media. Our game design allows the player to take the roles of the heroes of the Fellowship, and play through all of the key moments that determined the fate of the ring as depicted in the films.

ARE THE LEVELS PARTICULARLY BIG OR UNUSUAL? IS MUCH OF IT BASED OUTDOORS?

Our levels encompass many of the areas from the films, including both interiors and exteriors of differing sizes, atmospheres, and design. Expect to feel as if you're in the movie environments both visually and audibly while playing the game.

DID YOU HAVE MUCH ACCESS TO FILM MATERIALS AND ARTWORK FOR DESIGN PURPOSES?

As mentioned earlier, we're extremely blessed to have such great partners with New Line Cinema and Peter Jackson's production units in New Zealand. It truly has been a collaboration with all sides. This exclusive relationship provides us access to every detail imaginable -- therefore enabling us to achieve a close visual correlation to the filmmaker's vision of Middle-Earth. This includes sketch art, drawings and stills of film footage.

WHAT POWERS DO THE CHARACTERS HAVE? DO THEY HAVE A RANGE OF DIFFERENT ABILITIES?

You'll be able to play the roles of Aragorn, Legolas and Gimli as they appeared in the films. This means executing many of the same exciting and daring moves as seen in the movies. Each of the three has a different style of combat, and that's implemented in the game as well, offering a variety of gameplay to the player. In addition, we'll also have a voiceover from the actors to further ensure their characters are as close to their movie likeness as possible.

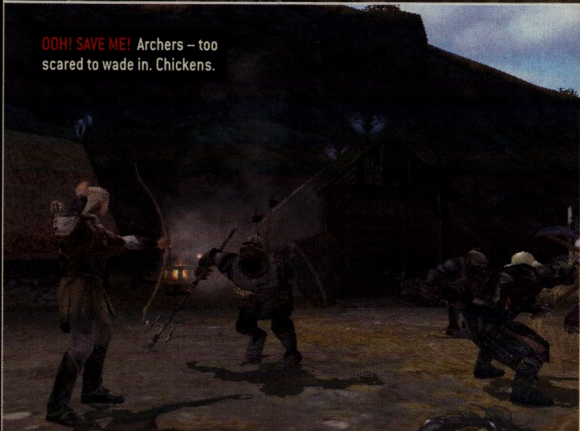
/ WE WANT PEOPLE TO SAY "WOW! IS THAT SCENE FROM THE GAME OR THE MOVIE?" /

THE LORD OF THE RINGS: THE TWO TOWERS

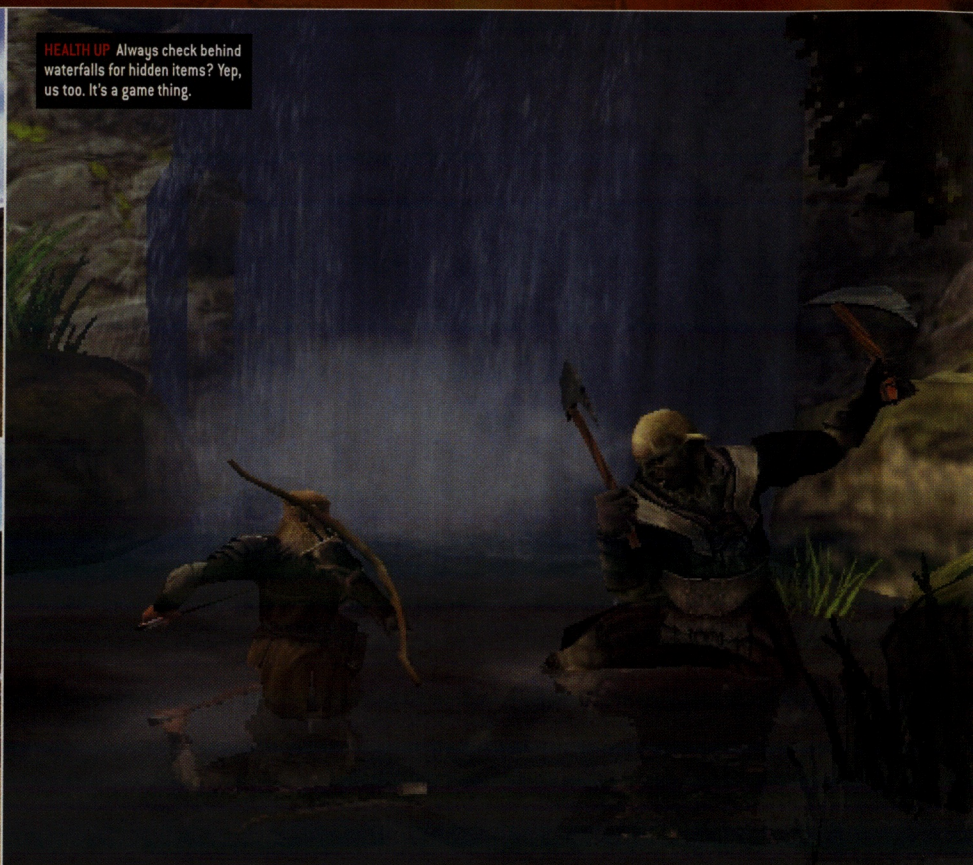
ORCING HELL You (centre), enemies (everywhere).



OOH! SAVE ME! Archers – too scared to wade in. Chickens.



HEALTH UP Always check behind waterfalls for hidden items? Yep, us too. It's a game thing.



EDGE SUCKS "Wooo! I'm falling! Not really..." *stab*.



DO YOU PLAY AS A PARTY OR SINGULARLY? AND DOES YOUR CHOICE OF CHARACTER AFFECT WHO ELSE IS IN THE GAME?

You'll be able to play as any of the three key heroes of the Fellowship, and will choose who you'll play at the beginning of each level. The other members of the Fellowship will play alongside you as is appropriate for that portion of the movie's development. So if you chose to play as Aragorn, you can expect to see Legolas and Gimli, and perhaps Gandalf and Frodo depending on where you are, fighting at your side as computer controlled allies.

DO YOU CHOOSE WHO TO PLAY AS OR WILL YOU BE FORCED TO SWITCH BETWEEN CHARACTERS DURING THE GAME?

Players select which character they wish to bring into battle at the start of every level.

IS THERE MAGIC INVOLVED? IF SO, HOW COMPLEX IS THE SYSTEM?

The game is melee oriented, however, there is always Gandalf...

WILL YOU HAVE ACCESS TO THE VARIOUS ARTEFACTS FROM THE ORIGINAL STORY?

Yes, in the form of character upgrades that can be purchased as you progress through the game.

TODAY'S HEADLINES IN BRIEF

What have we learned so far? Three characters with different abilities, upgradeable weapons, lots of enemies, occasional magic, lots of fighting

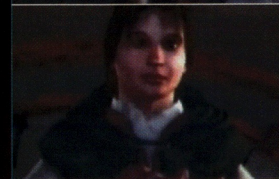
SAD TALE This is what happens to you if you stay in reading LotR all day.

LAND OF CONFUSION

OR BUY THIS
ONE INSTEAD.

THE FELLOWSHIP OF THE RING
by Vivendi Universal is something else entirely. Or, at least, it's something else that's slightly different. Information on it is vague – we're told to expect a game based solely on the first book/film, with the player controlling Frodo through a typically epic action/adventure experience.

Your eight missions take you on a mystical and now familiar journey from The Shire to the River Anduin, via famous *Hobbit* locations such as Rivendell, The Old Forest, Weathertop and the Mines of Moria. Here are some small shots from the game's intro sequence which may or may not give you an idea of what to expect. Probably not, though.



A BRIDGE TOO FAR Don't hurt him, he's only small.



GROUND FORCE "Charlie, this fountain's way too big."



GARDEN ARMY Never mind him, you trim that hedge.

and a storyline – hardly breaking new ground, but if you mess with the formula too much with a property of the magnitude of *Lord of the Rings*, you get lynched. There's a devoted bunch of fans out there, who want to see their favourite story retold in style, doing justice to the famed characters in the process. So how will the game present itself, we ask, in a slightly drawn-out fashion:

HOW DOES THE PLAYER INTERACT WITH OTHER CHARACTERS IN THE STORY? IS IT BY CUT-SCENE, OR GOING UP TO A PERSON AND 'USING' THEM? WILL THEY BE AT PRESET POINTS TO GIVE SPECIFIC INFORMATION OR AT REVISITABLE POINTS FOR MORE GENERAL ADVICE?

The storyline is progressed through a combination of movie footage and in-game cinematic sequences. The gameplay is action-oriented, so there will not be player-controlled dialog. However, where appropriate, cut-scenes are intermixed with the action to give the player key bits of information or to move the story along.

WILL YOU BE ABLE TO EXPLORE MIDDLE EARTH AT YOUR OWN WILL AND PACE, OR ARE YOU TAKEN DOWN A STRICTLY SET PATH?

Because we're following the path of the films, the game is mission-based using the story arc from the movies. However, depending on the level there is some exploration.

HOW MUCH EASIER IS IT TO MAKE A GAME WHEN YOU'VE ALREADY GOT THE STORY AND CHARACTERS LAID OUT FOR YOU? HOW MUCH CREATIVE INPUT CAN YOU HAVE?

It's an incredible head start. Straight away we are able to focus our energies on creating compelling gameplay and fantastic content, rather than having to develop characters.

WHAT IS AN ORC?

An engineer that has been coding for 36 hours without a shower or a shave :-)

And so, with that terrifying insight into the Electronic Arts work ethic and the pervasive use of those horrid 'smileys' in our society, our job here is nearly done. We realise now that we forgot to ask him anything about the sound, which, as legend passed on through generations dictates, is 'often the most overlooked part of game design'. Thanks to its 'special friendship' that seems certain to blossom into true love, EA is able to borrow, steal, sample and modify any element of the film's sound and effects, and the Howard Shore-composed soundtrack is there for them to nab at will. Whether it's allowed to rip it all to mp3 format and dump it on the internet is unknown, but rest assured it should sound... well, nice.

If the combat system is as good as it says, it should play nice too, with what we've seen showing a game that looks like a decent update to the three-dimensional slashers we've been playing for years. With three beloved characters, orcs, magic, 16 missions, plus the most famous fantasy storyline behind it, surely this effort to unite the gamers of Outer-Earth can only succeed.

/ PSW

"WHAT BIG EYES YOU'VE GOT CAPTAIN"



ETA
SEPTEMBER
2002

BEAST BBQ You've got to flame them to finish 'em off.

THE THING

SURELY IT CAN'T LIVE UP TO THE CLASS OF THE FILM? DO YOU WANNA BET?

TYPE ACTION ADVENTURE
PUBLISHER VIVENDI

GAME GLANCE

- / Follows on shortly after the events of the 1982 film.
- / Puzzles can be solved in a variety of ways.
- / Up to three investigators can accompany you.
- / Team mates experience fear.

PSW PROPHECY

BEST BECAUSE

▲ Injects the survival horror game with much-needed imagination to offer a chilling experience.

WORST BECAUSE

▼ Why hasn't the developer included John Carpenter's eerie soundtrack to accompany the gameplay?

SUSPICION IS THE DEFINING

emotion in John Carpenter's classic film *The Thing*. Yes, it can be terrifying and grotesque at times but it's the doubt and mistrust that ultimately tears the group apart and leads to its demise. When you can't trust anyone but yourself, how are you going to fend off a rapidly multiplying, image copying, remorseless killing machine? That's the dilemma that faces players in this *Resident Evil*-esque chiller from UK developer Computer Artworks, that gives the Japanese a lesson in survival horror.

Unlike the seminal *Resi* games you're not on your own for the majority of *The Thing* and yet for

most of it you feel lonelier than you ever did in Raccoon City. With the fear that the man right next to you could be a mysterious, deadly entity in disguise, gnawing away at everybody, no one is willing to place their trust in anything but the gun clasped tightly by their trembling fingers.

Cleverly the game registers fear and mistrust, with each computer controlled character reacting to your actions and their surroundings. Discover someone hiding within the mangled wreckage of an Antarctic Research Centre, whose destruction you've been tasked with investigating, and their initial reaction will be one of scepticism. This is signified by an icon above their head that indicates

their present state. A gesture from you, such as offering them a spare gun might win them over, but they'll continue to monitor your every action.

At any one time you can have up to three other team members following you as you infiltrate the base. A menu indicating each team member's state can be viewed at any time. The more you act like a trustworthy leader the more they'll help and support you. But do anything suspicious and they can still turn on you at any time.

THE WOTSISNAME, ERM...

These fellow soldiers are even affected by the fear they're all struggling to deal with. Dark, claustrophobic areas, grotesque sights, like the grisly, fleshy remains of deceased inhabitants, or even just strange sounds can send your squad members into a hysterical fit. Only by keeping an eye on their rising terror and dealing with them by injecting them with a hypo spray or getting the hell out of any spooky areas can you keep your team intact. And you're going to need them.

Certain members have particular attributes that are essential to your progress. Power generators need fixing, door locks bypassed and medical attention dished out on numerous occasions and it's only by maintaining their confidence in you



LOBSTER HANDS He used to be one of your buddies.



AS COLD AS ICE Let the blue bar empty and you'll die of exposure.

TRANSFORMERS. KILLERS IN DISGUISE

TRUST NO ONE BECAUSE THEY COULD BE ABOUT TO LOSE THEIR HEAD... AND ARMS... AND FEET...



HEAD FOR THE SNOW Don't get too close to the bonfire or you'll fry.

that they'll obey your commands. You can force them to do things at gunpoint but don't be surprised to find them jabbing a flamethrower into your back at the next opportunity.

Unlike other squad games featured this month (*Conflict: Desert Storm* and *Ghost Recon*) you're only ever in control of one character and your influence over other team members is kept very simple. Via a intuitive drop down menu you can make them follow you or stand guard, swap items, or perform in their particular area of expertise. It's all kept incredibly straightforward and yet infuses the game with a great deal more depth than any other survival horror style game.

YOU KNOW, THE WOTJAMACALLIT...

The Thing is riddled with puzzles that are all imaginatively logical and usually utilise a number of team members. And where the puzzles are satisfying, the action is frantic. A helpful lock on aids your targeting and other team members will



GRUESOME Some guys throw up at the sight of mutilated corpses.

automatically defend the group if they're armed. The problem is that attacks usually occur when you least expect them.

Thanks to the impressive blizzard effects, the eerily uninhabited bases, the long stretches of fruitless searching through abandoned labs and wanderings over desolate snow drifts, tension builds with every footstep. The fear of hypothermia, (a meter signifies just how long you can stay out in freezing temperatures before you start to suffer) the tense wait for the next inevitable monstrous encounter, the constant worry that there's an impostor in your midst, all help to make the stress and apprehension almost unbearable.



DISGUSTING Don't get too close or he'll gob all over you.

And even when the brown stuff hits the fan, the game maintains the tension by avoiding any Final Fantasy style CG instead utilising the in game graphics to further the action. One memorable scene sees a mistrusting investigator wanting your squad to take a blood test to prove your humanity. Out of the blue, one of them has a fit and starts to transform before your eyes. In a split second all hell breaks loose leaving you frantically trying to save your skin and work out who's good and who's freakish while trying not to shoot everything that moves. It's frenzied stuff that captures the panic and terror of the film impressively.

/ MIKEY FOLEY

FIRST OPINIONS

PSW

The Thing takes the standard survival horror genre and rams a size ten boot right up the crack marked 'innovation'. The trust and fear factor is a revolutionary addition that makes the whole playing experience infinitely more involved. While the eerie setting, conveyed with impressive graphical flair, is equally as foreboding and terror inducing as any haunted house. Having finally played this game we can safely say that we're rather excited.

"PICK A CAR, ANY CAR. ONLY JOKING"

POSITION

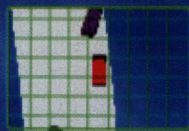
7/8

LAP 2/2

TOTAL 02' 47"242

1 02' 10"921

2 00' 36"303



ETA
AUGUST
2002



FUGLY Would you really want it in anything but red?



CAN I GO NOW? This brief flyby is all you'll see of your car.



DON'T DREAM IT'S OVAL Simple track, but races are still tough.

FERRARI F355 CHALLENGE

SEGA CONTINUES TO PUT ITS PRODUCTS IN THE HANDS OF SONY, AND HERE'S THE LATEST – YU SUZUKI'S INFAMOUS F355 SIMULATOR.

TYPE DRIVING

PUBLISHER SONY

GAME GLANCE

/ Nine tracks
/ One car
/ More nails than nails

PSW PROPHECY

BEST BECAUSE

▲ 355s are iconic cars
▲ It's a massive challenge
▲ Not even *Gran Turismo 3* has such detailed tuning

WORST BECAUSE

▼ It's an old game now
▼ Too exacting to be fun?
▼ Can you be bothered with such fine-tuning of a car?

FERRARI IS PRECIOUS ABOUT ITS

image. It's very controlling of how its products are portrayed, and seems to dislike its cars being compared directly to their competition. Perhaps it's worried we might make our own decisions? However, it doesn't always make the most informed choices – its total PR control fails when the PRs themselves don't know what they're talking about. This happens quite a lot to PRs. Hence you see Ferraris appearing in the smeary and totally bad *Driving*

Emotion but not in the genius *Gran Turismo*. Hence you see its F1 drivers fixing the result on the last corner of a Grand Prix, and looking surprised when the crowd – sports fans, not business fans – jeer and seethe. Hence you see intriguing products like the F360 Modena-only racer from game developers Brain In A Jar being cancelled, reportedly due to licensing and cost difficulties.

Ferrari F355 Challenge aims to make amends for some of this stupidity, by giving us an ultra-detailed simulation of one of the finest cars ever –

um, the F355. No, you can't test yourself against its class competitors and there are no new cars to unlock, but *Challenge* was never intended to be that kind of game. There's a Championship mode and a few standalone driving challenges such as in 'gentlemanly driving', but completing the game is never going to be the real test here. Completing a lap is the real test.

SCARLET ON-HARDER

This game redefines hard. Everything is focused on getting you into that edge-of-no-control zone with the car, so the menus are uncomplicated, you're restricted to in-car view only (thankfully more realistic than normal, in that the dashboard and pillars appear in your vision only peripherally) and it's easy to turn the in-game music off. Seriously, it's an affront – screaming fake cock-rock of the worst order. So there you are, music off, sitting on the grid staring at the driving aids – traction control, stability control and ABS – that you've just switched off. You're good. You don't need them.

Er... yes you do. When we say this game redefines hard, we mean it. Even with them on,



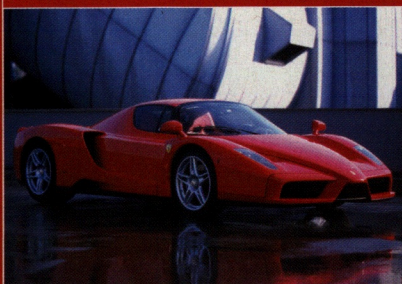
IT'S JUST TOO HARD FOR ME Under the helmet is a red face.



NOT A COMPETITION TIME A free game if you can name this car.

F355? OH GOD, THAT'S SO 1999

THEY DON'T EVEN MAKE THE F355 ANYMORE – AND THE F360 THAT REPLACED IT ISN'T EXACTLY ITS NEWEST CAR EITHER...



THIS IS THE BRAND NEW FERRARI FX.

Or F60. Or F140... nobody's really sure, as the car's still in development and official clarification isn't due until the Paris Motor Show at the end of next month. We think it's unlikely to be called the F60, though, as the appearance of the F40 and F50 – on which this conjecture is based – coincided with the relevant Ferrari anniversaries. Its 60th isn't until 2007.

Whatever, this is the latest attempt in the company's long, noble struggle to bring F1 technology to the colossally rich. And frankly it can piss off. It's slower than the ancient McLaren F1, would you believe, and can only manage 205mph! What good is that? However, the 6-litre, 650bhp mid-mounted V12 can shove it to 60mph in 3.2 seconds and 100mph in six, so at least it's slightly quicker away from the traffic lights outside Wetherspoons.

HUH. LOOKS LIKE A NOSE.

Animal lovers! At speed tardy wildlife need no longer worry about being decapitated by a massive rear wing, as this new supercar hasn't got one. Instead badgers and crows will be dragged through the downforce-producing underbody venturis and fired out the back to disintegrate at supersonic speeds. A seven speed gearbox, paddle shifting, 4WD (a Ferrari first) and the exclusivity provided by a 400 car production run adds the final reasons to ignore that monstrous styling and buy one. Pininfarina had a hand in it, but the windtunnel won – it's striking, but it's hardly beautiful, is it? And it's yours for only £455,000. Start saving. Makes £130,000 for a second-hand F40 seem a bargain.

you're unlikely to do anything other than slide helplessly into the gravel at the first tight corner you see. And even on the easiest of the three difficulty levels, you're going to need immaculate knowledge of the track: braking points, apexes and gear selection are critical. And it's not even good enough just to work out safe values for these, drive around and finish the race. You'll need to maximise every part of every corner, and that includes braking, mid corner speed and your throttle control on the exit. Sliding tyres at best mean lost time, and at worst mean hello gravel trap.

THE TRACKS OF MY TEARS

You can enjoy faithfully recreated gravel traps from Laguna Seca, the Nurburgring, the Atlanta and Motegi ovals, Monza, Sugo and Suzuka. This last comes in both long and short versions. There's also Ferrari's own private test track, Fiorano, although sadly no races take place on it. It's strictly for testing, after all. And if you want to spend lap after lap assessing minute changes to your set-up, you can, as there's a suitably hardcore selection of tweakables. Ride height, spring rate, stabiliser



FER-ARSE Sadly, only an in-car view is available during races.



THAT'S GONNA COST YA MATE Damn, seems I need an exhaust too.



HIGH CONCEPT You go along the grey bit in this red thing. Avoid the green areas. Cool.

stiffness, camber, toe angle, limited slip diff lock rate and rear wing angle can all be adjusted, assuming you've got the heart to bother. It may just yield those vital few seconds you need, however, so at least it's there should you want to delve into this arcane side of driving.

You may well recognise this game already, of course. It originally appeared in the early Triassic with an impressive three-screen arcade layout, and went from there to Dreamcast shortly before it became extinct. It's getting on. Nothing major has changed, either, and sadly there's no iLink option, meaning the three-screen set up can't be aped. OK, it'd take a person of unusual dedication to get this organised, but on certain courses the game can suffer from the lack of peripheral vision – the turn-in point for some corners only comes when the corner itself is out of view. It would have been nice if the ability to negate this problem with a couple of extra TVs was at least an option.

So anyway, it's quite hard. Where does it lie in the scheme of things? On a scale of one to ten, with *Burnout* at three for difficulty, *Gran Turismo* getting tougher at seven and *Formula One 2001* at

nine, *Ferrari F355 Challenge* has taken you down and is kicking you repeatedly in the face, screaming about numbers being the work of the devil. It's quite exacting. Look, believe it or not, this reporter has actually driven an F355 around a racetrack – the superfast, 60s Goodwood circuit – and can honestly say it was easier than this. Those cars are practically idiot proof. Luckily. Still, anyone wanting what is almost certainly the second hardest driving game ever devised (with *Grand Prix Legends* on PC just taking the top spot) should start salivating right now. And what better car could the game for driving aficionados feature than the one all car lovers dream of, the F355?

/ STEVEN WILLIAMS

FIRST OPINIONS

PSW

On the one hand, this is a superbly tough, exhaustively detailed simulation of one of the world's best cars. On the other, it's a port of a quite ancient arcade game, by way of an earlier Dreamcast port. Can it still excite? Has it been surpassed? We shall see.

"MORE THAN TWO WHEELS JUST SEEMS EXTRAVAGANT"

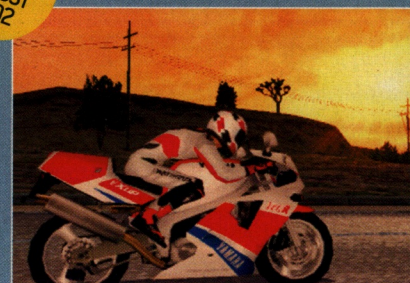


ENJOY WEARING GLOVES Even the leathers are authentic!



ETA
AUGUST
2002

ROAD TO RUIN The background detail is impressive.



B-ICON The OW01 – a classic 90s sportsbike, no question.

RIDING SPIRITS

THERE IS A GAME WITH BIKES AND THIS IS IT. A GAME WITH BIKES. NOW!

TYPE BIKING

PUBLISHER BAM!

GAME GLANCE

/ 40 bikes
/ 14 tracks
/ Tons of tuning

PSW PROPHECY

BEST BECAUSE

▲ Motorcycles! Lovely motorcycles!
▲ Did we mention the lovely lovely motorcycles?

WORST BECAUSE

▼ The handling's a bit joyless so far
▼ A bit too hardcore for most gamers?

IT'S ABOUT TIME. BIKES HAVE BEEN

unfairly ignored in gamesworld, despite their excitement ratio being about 50 times higher than a car's.

They're perfect – especially with the current penchant for 'extreme' activities – although the difficulty of simulating crashes seems to have put a lot of developers off. The extra oomph of PS2 has encouraged more to try, but for some reason it's all been focused on motocross: *MX2002*, *MX Rider*, *Freekstyle* and so on. You could just about include *ATV Off Road* in that, too.

Still, few people seem to realise how extreme roadrace bikes are. The *Moto GP* games were fun, if limited – and at least they recognised that powerful bikes shudder like a teenage girl in the toilet with a Westlife poster. It was still a rather shallow, arcadey experience, though... why has nobody given bikes the full *Gran Turismo* treatment? Oh look, we can't stand the tension any longer. They have. This is it. You'd guessed? Oh.

So first you need a bike, but you can't just select one, you've got to pay for it. Obviously you start with a small amount of cash, and it's only enough to get you started on some tiny two-stroke screamer. And you can't just blow your entire account on the thing either, because you won't be

let out to play until you've got a set of leathers and a lid as well. Superbikers will be pleased to hear that even the kit is real, and a decent selection of Alpinestars, Dainese, Kushitani, Nankai, RS Taichi and Takai leathers are available. Helmets, meanwhile, are replicas of Arai and Shoei products – the two biggest Japanese manufacturers and really the only brands worth seriously looking at.

HEY LOOK THAT'S ME

So if you're lucky you'll be able to create a replica of yourself in all your creaking leather bondage gear, but it'd all be in vain if you couldn't find your bike. You're almost certainly going to be in luck,



ALL ROUND LOVELINESS Honda's CBR – still ultra popular.

however, as the game contains an impressive selection of machines from the last 20 years or so. If you started riding in the early 90s you'll be excited to spot the KR1-S and RGV 250s lurking in there, plus even the half-faired RG Gamma and the original, iconic RD 250 LC for the slightly older 80s-style gentleman. The inclusion of never-officially-imported TZRs and NSRs will be equally pant-straining for the connoisseur, meaning even the early, oh-God-I'm-so-poor stages should still be fun. Later on you'll get to hoon about on modern superbikes such as the Kawasaki ZX-7R, Yamaha R6 and Honda Fireblade, and we're pretty confident there's enough tackle in between to easily satisfy



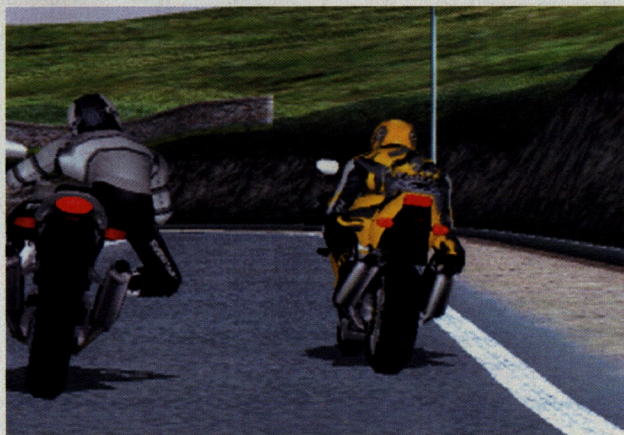
CHILL, BABY It's important to be well rested before a race.



BIG IN JAPAN We know it as the SP2, of course. Of course.



KEEPING IT REAL This is no arcade blast – expect a real challenge with your 100bhp.



TWO BACK SHAKER They should sound thunderous, but the audio's not quite there yet.

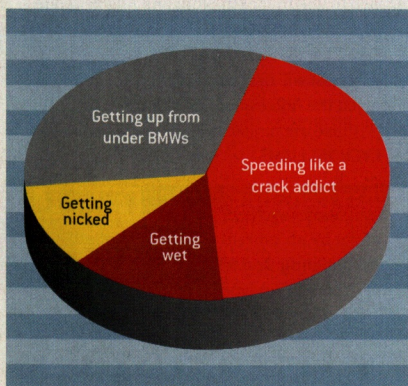


PIPE DREAMS A fast bike, the open road... leather... mmm.

the average bike fan. Want something a little less predictable? How about Honda's excessive, oval-pistonned NR750? Or the cult classic racer-on-the-road OW01 from Yamaha? There are 40 bikes in all, eight per class – 250, 400, 600, 750 and Open. If you can't find something that gets you moist, you're not a biker.

WORLD OF BIKENESS

JUST WHAT DO THEY DO, THESE STRANGE MOTORPEOPLE? BEYOND THE LEATHER, THAT IS? THESE RESULTS JUST IN...



So in true *GT* style, you must race through increasingly tough championships to earn cash and buy better, faster stuff. And of course, you can tune what you've already got. You'll find new endcans, exhausts, carbs, brakes, gearboxes, forks, shocks, wheels, tyres, frames, swinging arms, steering dampers... the works. Riders can also remove extraneous parts such as mirrors, lights and indicators while fitting lighter versions of non-moving parts, such as the tank, in a three-stage weight reduction programme. OK, it's easy to trot out the line about this being 'the *Gran Turismo* of bikes', but the likenesses are considerable. Can it really live up to such a tag, however? Can it provide the depth of *GT* simply by aping the width?

WHAT SEEMS TO BE THE PROBLEM, OFFICER?

It does have a few snags so far. It suffers from the age-old 'sticky scenery syndrome', where brushing a wall or putting a tyre onto the grass slows you about four times more quickly than your brakes

can. The bikes also seem disappointingly well planted at this early stage, and could do with a bit of spice added to the handling. Watch any action – especially on-bike footage – from a road race and you'll see these things are all over the place, sliding, wheeling, jumping and shaking. That's what we want. More vibrant acceleration, quicker steering and looser handling would pep the release version up no end.

At least the seven tracks are of a good length, providing a lengthy challenge to your memory as well as your thumbs. Each one is also available in reverse, just like... oh what's that driving game again... Granny something? Getting sick of saying it. Nevertheless, these fictional courses have a decent selection of truly testing, very high speed turns between them all, which is welcome. We'd say Spike, the developer, has paid fairly close attention to real life race tracks, unless it's a coincidence that certain turns from Suzuka and Philip Island seem to have appeared here in only slightly altered forms... but again, can the whole thing live up to such classic inspirations? We're looking forward to finding out.

/ STEVEN WILLIAMS



SUNSET BEE-ACH Replays show off the bike models well.

FIRST OPINIONS

PSW

We've been waiting for something like this. Superbikes are an untapped resource – there's little so exciting that's so accessible. *Riding Spirits* certainly looks the part, and we can only hope it's as thrilling to ride these bikes as it is to currently look at them. Could be special.

"THIS IS A CITIZEN'S ARREST! OI, COME BACK!"



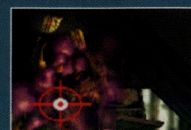
FUGLY He was never picked for the best footy team. His clothes were all second-hand. He's angry.



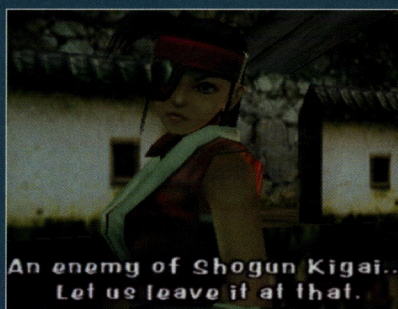
NAIL CARE Both ninjas later died of injuries sustained while trying to urinate.



SCRATCH YOUR EYES OUT Shoot first, ask questions later. "Would you like to go for a drink with me?"



MORE BULLETS! Quick! Quick!



ONE EYED WARRIOR She has no idea how far away we are.



ARACHNOPHOBIC We found one of these in the bath once. Really.

NINJA ASSAULT

MORE LIGHTGUN ARCADE ACTION COMES TO US IN THE FORM OF NINJA ASSAULT. WHATEVER HAPPENED TO STEALTH?

TYPE	SONY
PUBLISHER	LIGHTGUN
GAME GLANCE	/ Nine levels / Mini-games / Loads of two-player action
SEE IT ON DVD	/ It's ninjas, but with guns! / No ancient training needed / Gun-ho shinobi action / Multiplayer jujitsu blasting

NINJAS CONTINUE TO ENTHRAL

gamesland, although there's no quiet dripping of poison down a thread into the sleeping mouth of your enemies here. This is far less subtle – you've got big guns. You might have seen Guren and Gunjo – ninja bodyguards to a princess – before, as Namco's shooter has long been playable in the arcades. The conversion has been remixed and augmented, interestingly, rather than simply pointed in the direction of the PS2 and left to stand there on its own, naked, out of place and lost.

So as well as being able to chose either of the original bodyguards, there's a new female character, Aoi. Each one has their own stats for constitution, attack power, ammo capacity, rapid-fire ability and health, so it could affect your chances. Aoi also has her own story arc, leading to a different ending (kills the baddies, turns to princess with a single kiss, moves into the palace and sets about manipulating the constitution towards an elected dictatorship through backstabbing, Machiavellian slurs and the withholding of sexual favours? No. Sadly, no).

Story mode sees you fighting through a re-jigged version of the original, with added characters, cut-scenes and even multiple endings. Naturally there are a variety of weapons to locate as you progress, but completing certain tasks in Jujitsu mode unlocks extra guns for this main body of the game. Also, finishing the game in Story mode unlocks further Jujitsu challenges... does this game just expand forever, mode against mode? No? Just checking. And Jujitsu is essentially a series of mini-games, such as fighting without hitting certain objects in the environment.

There are some hidden levels among the nine officially numbered stages, which include a castle, a forest, a ghost town, caves, and Shogun Kigai's HQ. Shogun Kigai has kidnapped the princess, Koto, which is why you're an avenging ninja bodyguard with a gun. Just in case you hadn't guessed.

The third mode is Arcade, which is actually a Xerox of the original game, a straight port. Beneath it all can expect the usual gun game ingredients, so your movements are in the hands of the programmers as you're pulled along on rails, firing desperately at whatever pops up, pausing only to

wonder how much more annoying somebody shouting 'reload!' every five seconds can get. You also fight in regular boss battles against some maniacal enemies, such as giant robot spiders and killer whales' hearts walking on their own, bleeding vena cava and trying to crush you. Actually, we made that second one up.

Those of you with lightguns and friends will be pleased to see that both Story and Arcade mode support co-operative play, while Jujitsu mode can be fought head-to-head. Whether you'll want to bother or not will become clear soon, when we bring you the full review. Don't worry, it won't be long – these are ninjas. It'll just creep up on you.

/ STEVEN WILLIAMS

FIRST OPINIONS

PSW

It might be an 'on-rails' shooter, but it still feels sprightly. And we've seen the alternative: *Resident Evil Survivor 2*, anyone? The attention Namco's paid to adding new features is also heartening – perhaps this will be the first gun game to last more than five minutes?

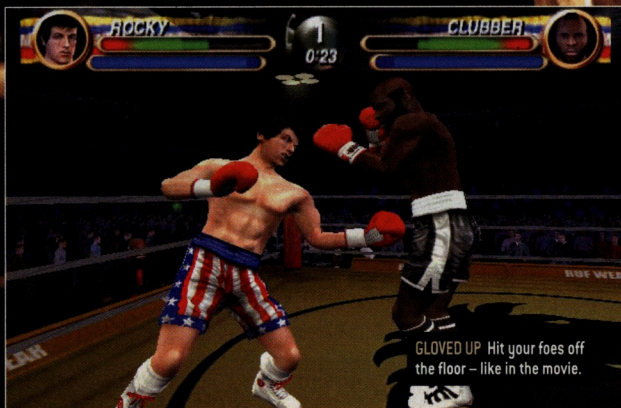


(LEFT) Apollo in the days before a Predator blew his arm off.



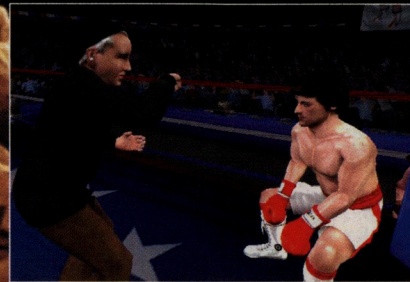
ETA
NOVEMBER
2002

GENIUS "If I change, and you change, maybe we can all change..."

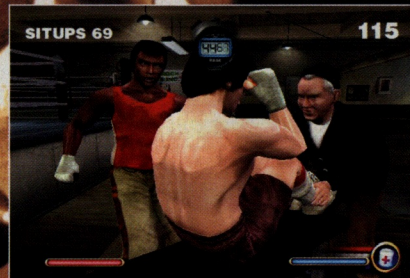


GLOVED UP: Hit your foes off the floor – like in the movie.

"ALL YOU NEED IS GLOVE..."



BIG BABY Rocky's shorts double as a nappy when caught short.



TRAINING DAY Lose the burger-waist in the gym pre-bout.

ROCKY

ALL WE WANT TO KNOW IS...
SINCE WHEN HAS ADRIAN BEEN A GIRL'S NAME?

THE GREATEST CONTRIBUTION THE

Rocky series has made to the world of boxing is undoubtedly the removal of man-on-man hugging. While real-life

bouts are diseased by repetitive breathless embracing, the movies opt instead to just chuck out sledgehammer lip-splitters and eye-puffing pile drivers. Of course PSW recognises the very real and respectful need for a couple of fellas to have a cuddle now and again – it's just not terribly exciting. No, for boxing to work in the cinema it needs a touch of the OTT about it.

And the same goes for games. EA's poe-faced *Knockout Kings* series, while technically accurate, is uniformly dull, while Acclaim's daffy *Ready 2 Rumble 2* remains the PS2's most entertaining slugger, even after well over a year on release. The good news is that *Rocky* is looking like a contender (a phrase one is contractually obliged to trot out in any boxing game piece). Pleasingly it's going to be arcadey, immediate and rammed with implausible savagery. Indeed filmmakers MGM were adamant that the level of violence in the pictures be emulated, thus *Rocky* the game is likely to garner a 15 certificate. Plonked into the Balboa 'universe',

players take the monosyllabic one from grass roots pummelling at Mission Hall (seen during the first scenes in *Rocky*) through numerous original bouts, encountering iconic bosses along the way. These memorable fist-smiths comprise, as you might expect, enemy turned chumster Apollo Creed, gobby ex-A-Teamer Clubber Lang, steroid swigging robo-bod Ivan Drago and the one no one remembers from part five, Tommy Gunn.

22 x 16 + 2 = MY HEAD HURTS

With 22 boxers, each with 16 combo moves and two 'super punches', the game may also belie its pick-up-and-play demeanour by proffering some serious depth, particularly as no single fight tactic can be applied to all the opponents, demanding of the player recourse to a vast selection of moves and stratagems. One will also be able to tune the 'Italian Stallion' pre-bout via a series of training regimes – including sit-ups, endless bag hitting and girly skipping.

It's interesting to note the level of detail employed in the game too. While the animations have been acquired through the use of motion-capturing real boxers (as many games tend to do)

five different Rockys have been designed to accurately represent his appearance in the movies (see them standing lovely and proud atop this very textual-burst). This has taken into account muscle tone, body mass and hairstyles (there are some top 80s dos going on) as well as costume changes.

While the career mode forms the backbone of the title there's also a Knockout mode and an Exhibition mode. It's within the latter that you'll be able to take part in two-player bouts and use characters you've unlocked in the main game. Drago Vs Lang anyone? Add to this cinematics from the movies, voice acting from Stallone and Mr T and numerous fight locations, and *Rocky* is looking to be anything but.

/STEPHEN PIERCE

FIRST OPINIONS

PSW

We like the staggering boxers as they take a drubbing. We like the ease with which one can get into the action and feel competent. We like beating Drago in the face and neck for what he did to poor Apollo. We like the feel of being in the movies. We just like really...

TYPE	BOXING
PUBLISHER	RAGE
GAME GLANCE	
/ Game glance	
/ 22 pugilists	
/ 16 combo moves	
/ Movie scenes	
/ Curious manish-wife	



"THANK YOU FOR FLYING AIR MANIAC"

MX SUPERFLY

ETA
SEPTEMBER
2002

IMAGINE A SMALL FLY IN A CAPE, WITH AN 'S' ON ITS CHEST. WEARING COLOURFUL, SKIN-TIGHT LYCRA. NOW FORGET ABOUT IT.

TYPE	BIKING
PUBLISHER	THQ

GAME GLANCE	
/ 27 riders	
/ 25 courses	
/ Sexy new graphics	

SEE IT ON DVD	
/ Lunatic leaps	
/ Crutch-crushing crashes	
/ Rad racing	
/ An absence of alliteration	

PSW PROPHECY

BEST BECAUSE	
▲ Looks far better than last year's prequel	
▲ Much more realistic than <i>FreeStyle</i>	
WORST BECAUSE	
▼ Less insane than <i>FreeStyle</i>	
▼ Not much is new beneath the polished surface	

MORE MOTOCROSSING. THIS IS actually the sequel to *MX2002* Featuring Ricky Carmichael, and greater things have changed than just the rather uninspiring name. This game wants to take in the full, colourful madness of the sport, and as such the new moniker has two meanings: one, it's superfly in the trendily re-treaded parlance of the 70s, in that the extreme danger of the events and the extreme trickiness – and expense – of the equipment make it superbly attractive. And two, it's all about the jumps. You can really launch. Of course, you could in the first one, but here you've got more of everything. The first thing you'll notice is the graphical improvement – it's a great leap on from the rather blocky, basic original. There's far more detail in the riders and the

scenery, and its rolling green hills are now a pretty pleasant place to be. Rider animations are looking smooth and convincing, too, although the crashes could do with some work as it rarely looks as if rider and ground are in the same universe. And given the regularity with which you bite the dirt, it's lucky your respawn points seem quite generous at the moment... a single crash won't result in a lonely slog for last, as you're always reset some way down the course at reasonable speed.

The bikes retain similar controls and feel, but the HUD gets a bit of an overhaul. The bizarre workings of preload are now more obvious with an active spring icon at the bottom right telling you how you're doing, and a big obvious light blaring out if you've got the clutch in (dipping it at the right moment can give you a boost). Controlling

the preload, by weighting the suspension on the way up a jump to put an extra spring in the bike's step on take off, is key, as this is the way to engineer smooth landings – hitting upslopes or overshooting the track completely is obviously bad. There's lots to learn about each track, but it's not so arcane you can't just jump in and have some fun.

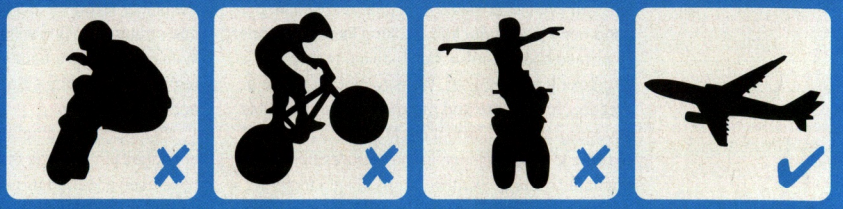
FLYING ON YOUR MOTORCYCLE

There are 25 of these tracks in all, taking in motocross, supercross, amateur and freestyle arenas, and the inclusion of secret areas – one of the most entertaining aspects of the first title – should spice this up nicely. Also new is a stunt track editor, much in the mould of *Tony Hawk's* skatepark editors, that lets you place jumps, berms and obstacles wherever you wish. We recommend

CONFUSED?

THE SKIES ARE FILLING UP WITH EXTREME CHILDREN. HOW ON EARTH WILL YOU BE ABLE TO FIND THE AIRPORT NOW?

Always carry this handy silhouette ID chart with you. Look up. Once the shapes match, you're near the departure gate and can go on holiday! Hooray!





GO! Dropping the clutch just right can get you the holeshot. Watch that gate!



OUCH Smooth, level landings are essential for success.



GOING DOWN Crashes don't look right yet.



SPIN ON THIS Bikes can be rotated in any direction. Landings can't.

putting the ramp right in front of a wall. That'll teach them to be so cocky.

What separates *Superfly* from its competitors, even the superb but very arcadey *FreeStyle*, is the level of control you have over the bike. As before, you can wheelie, tailwhip and even stoppie — where you balance on the front wheel, using the brake — at will. Motocrossers have ground tricks as well as air tricks, after all, and it's good to see that recognised here. Nevertheless, the big air is where the most impressive stuff goes down, and as players progress they'll gain access to more mental riders and even more suicidal moves. THQ promises every signature trick of every featured rider (there are 26 other real-life names besides Carmichael), including new moves such as the Tsunami and Rock Solid. No, we don't know what they are either, but having seen footage of some of these guys in action, we doubt they're anything less than impressive. We loved the Screw Loose in *FreeStyle*, where the rider lets go completely and flaps his way back to the bike, but we thought it

was impossible. Bar the flapping, it's not; good god. We've seen it successfully done in real life. Surely there's no better inspiration for a video game than the exploits of these brain donors.

KILL YOURSELF FOR RECOGNITION

So while there are still plenty of races and an emphasis on the career mode, there are freestyle events too. The stunt arenas offer pretty large environments, and hide some entertaining mini games in the style of the ever-expanding bus jump from the original. Intriguingly, these are also available in multiplayer mode, so you needn't just race or trick against your friends; here you can go head to head like two Evel Knievels, flying like the

star-spangled one on his clunky 70's crosser, only with a better liver. Probably.

The career mode is where you unlock all the good new stuff, of course, and it all revolves around money. How very astute of them. Cash rewards for completing tutorials as well as full races gives players an incentive for enduring the training stages, which is a good way of doing it, and you'll find the well-focused lessons useful anyway. Mercifully you only have to complete a few in order to enter your first season, as nothing kills a game quicker than an unskippable slew of didactic chores. Let's face it, if we want to screw up we should be able to screw up, then come back and sort it all out later on. That's the way life works.

If none of the 26 riders joining Mr Carmichael here take your fancy there's the opportunity to create your own, to name them, choose all their (licensed) kit and generally dress them all up like an overbearing mother clucking around her psychologically dependent, allergy-raddled offspring. But can they outshine the racers from the earlier Carmichael game? Watch this space. Or a similarly-shaped space in a future PSW. Yes, watch the second one, as this won't change. Sorry.

/ STEVEN WILLIAMS



ONE-LEGGED SUICIDE DIVE The crowd want to see you die.



HANG IT ALL Don't try this at home. Try it outside instead.

FIRST OPINIONS

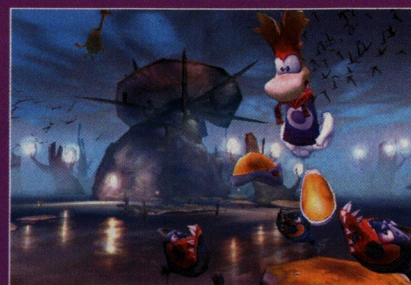
PSW

MX Superfly looks markedly better than its predecessor, but retains much the same feel. It remains to be seen whether the new content can pull the title up to a must-have purchase — and we expect the seemingly random crashes to be sorted out by release time — but it's unlikely to miss the target entirely.

"SERIOUSLY THOUGH, I SAVE A FORTUNE ON TROUSERS"

ETA
NOVEMBER
2002

LIGHT FANTASTIC This is in-game: it's very impressive.



PRANCING MONG His game's better looking than he is...



HUBBLE BUBBLE Boss fights – mandatory.

IT'S A WHEEZE Enemies are slightly sinister. Like life itself.

RAYMAN 3 HOODLUM HAVOC

BACK TO KICK ASS, KNOWING THEY CAN'T KICK HIS – HE DOESN'T HAVE ONE...

TYPE	ACTION ADVENTURE
PUBLISHER	UBI SOFT
GAME GLANCE	
	/ 10 worlds
	/ 44 levels
	/ Five new moves
SEE IT ON DVD	
	/ Jumping around
	/ Shooting things
	/ Running up and down
	/ Being French

RAYMAN HAS NO ARMS, LEGS OR neck and is incredibly popular with children. The character may not appeal to anyone old enough to pay for their own haircuts, it's true, but *Hoodlum Havoc* is looking promising despite that. And despite the frankly ludicrous storyline, too...

Previously happy-go-lucky creatures called Lums have been infected by a rogue comrade. This Lum saw something so terrifying it turned from a positive red being into a seeping evil black one,



THROUGH THE LOOKING GLASS Rayman's world is a twisted one.

turning the other Lums into a mutant army of darkness in less time than it takes to say 'complete toss'. The Lums have become, wait for it, Hoodlums. Brilliant. So Rayman and his pal have to save the world through collecting stuff and jumping. There's some stuff about plum juice too. It's probably not important.

Nevertheless, the game itself looks good so far. It's smooth and [Rayman aside, in our opinion] attractively designed, with plenty of variety to your tasks. At one point, for instance, you must fly a space ship through caverns filled with dangerous spinning cogs to save yourself and your pal, Globox. At other times you switch to a first-person view as a tail gunner, taking down armies of marauding aliens. You're as likely to be running round a spooky old house as tiptoeing around grassy ledges here, which is a relief. Rayman has abandoned his more tiresome platforming roots.

He's gained five new powers, including the ability to punch things really hard with the Power Fist. And while we're talking numbers, there are more than 20 enemies to try it all out on, spread through 44 levels, and each opponent promises

their own attack strategies. Ubi Soft is promising a more tactical experience than before, so you're going to have to think as well as fight, although not so hard the little kiddies get attention deficit disorder and run off in search of more Sunny D. Naturally there are the more traditional boss battles and mini-games to wrestle with as well, which only go to maintain interest. It's looking pretty good. But the real question is, can it beat lush new rival *Ratchet and Clank* for the crazed adventure crown? Well, we don't know. But we'll tell you when we do.

/ STEVEN WILLIAMS

FIRST OPINIONS

PSW

The first thing everyone noticed was how pretty this game is – Rayman's twisted world has never looked so intriguing. Of course, graphics aren't everything, but they certainly serve as a chocolate coating to increase the chances of players taking a bite. So will the gaming world spit or swallow once it's all done? We think you'll show how you love it.

"YOU'LL LOVE IT WHEN YOUR PLAN COMES TOGETHER"



ETA
SEPTEMBER
2002



AMBUSH Get your team in position quickly because the enemy don't hang around.

CONFLICT: DESERT STORM

THIS TEAM-BASED SHOOTER HAS READ BRAVO TWO ZERO AND WATCHED BLACK HAWK DOWN AND IT'S NOT AFRAID TO USE THEM.

TYPE	SHOOTING
PUBLISHER	SCI

GAME GLANCE
/ Control four man infiltration squads / A range of authentic Gulf War weaponry / 15 missions behind Iraqi enemy lines / Call in air strikes / Team develops skills through every mission

SEE IT ON DVD
/ Four blokes taking on the entire Iraqi army. / Rock hard men working in perfect harmony.

WITH OSAMA BIN LADEN STILL

feeding on the contents of his bug infested beard in some dank mountainous hole, the Afghan

conflict is probably still a little too recent and sensitive a game topic to let us rain a fiery retribution on his cowardly ass. Instead we'll have to make do with the second most recent war and yet another opportunity to head to the Gulf and ram those scuds back down Saddam's gob.

Conflict: Desert Storm follows the *Bravo Two Zero*-style of small unit infiltration into bandit territory. You're given full control over a four-man crew of SAS or Delta Force operatives tasked with

sabotaging the Iraqi war effort from within. Like *Project Eden*, you're only ever in full control of one squaddy at any time but can command the other three operatives with a selection of orders or switch control between the four at will.

A comprehensive tutorial introduces the numerous controls with the help of a fantastically clichéd drill sergeant à la *Full Metal Jacket*. Initially it can all be a little overwhelming and your first few forays into no man's land will be beset with unintended mishaps, selecting the wrong soldier, and double-tapping your comrade in the arse when you just meant to bring up the map. Thankfully the first few levels ease you in gently, enabling you to become au fait with the complicated controls.

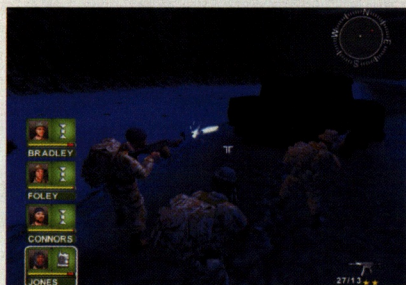
Managing four different characters works well with their intelligent AI avoiding much of the clumsiness that blighted *Project Eden*. If Iraqi soldiers pop up out of the sand unexpectedly they'll respond by ducking for cover and returning fire when shot at. You can take over a particular soldier at any time or you can just witness the action through their eyes without actually taking manual control.

It's satisfying manoeuvring your men into position to lay a trap for a patrol and seeing your tactical machinations go off with clockwork

precision. And it's not immediately curtains, even if it doesn't all go quite as planned and you end up with half your team sprawled lifeless on the sand. You're given a three minute period where their life will slowly ebb away. Get to them with a medi-pack in time and witness a miraculous recovery.

This ability to resurrect your fallen comrades is significant, as although you can complete each of the 15 missions with just one man left you'll soon become very protective of your brave little soldiers. They gain experience that improves their aim and other abilities, which means you may face the moral dilemma of choosing whether to risk your other troops to save a man in trouble or leave him to his fate and risk a rookie for the next mission.

/ MIKEY FOLEY



PRIORITIES Okay team, protect that man Foley at all costs.

FIRST OPINIONS

PSW

If *Conflict: Desert Storm* can get the complicated business of controlling four soldiers simultaneously working in an uncomplicated fashion this could well be a very satisfying, thoughtful strategic challenge. The movement of the soldiers could still do with a bit of work as they're a bit cumbersome to manoeuvre at the moment.

102BPM

Jungle Brothers 'What's The Five O'
(David 'Fresh' Krumholtz Beatzapella Remix)



Everybody wants to be a DJ...

Enter the world of 'Frequency' and let your senses take control. Feel the pounding of drumbeats in your head and release yourself through the rhythm. Before you know it you're addicted to the bass and there's no going back. Remix tracks by top artists, swap remixes with your mates. With tracks from Orbital, Paul Oakenfold, Roni Size, Jungle Brothers, Funkstar Deluxe, Dub Pistols and more.

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uk.playstation.com



PlayStation 2
THE THIRD PLACE

STOP LOOKING AT MY SCREEN!

THE MULTIPLAYER MODES OF *TIMESPLITTERS 2*, IN A BIG LIST FOR YOUR CONVENIENCE.

DEATHMATCH

Oh come on, you know what a deathmatch is by now.

TEAM DEATHMATCH

As above, only with sides. Shirts and skins, if you will.

ELIMINATION

A deathmatch with fatal consequences – lose and you're out.

BAG TAG

Keep hold of a bag to win. Get it, then hide.

CAPTURE THE BAG

Steal the enemy satchel and take it home to score a point. Repeat.

FLAME TAG

Tag an opponent to set them on fire and extinguish yourself!

VIRUS

Flame Tag, but you don't go out when passing it on. *Everybody* burns.

ASSAULT

Capture the base. Use any means necessary. Even guns.

FIREFIGHT

Keep an area burning – enemy has to extinguish the fire!

REGENERATION

A deathmatch where you slowly get better over time.

THIEF

Steal the kill-count of any opponents you destroy.

POSSESSION

Stealing kills again, only now returning to base to rack them up.

OGRE

Um... there's an ogre in the level. Kill him/her/it for rewards.

LEECH

A deathmatch where attacking others siphons their health to yours.

SHRINK

Enemies regenerate smaller each time they're killed!

VAMPIRE

Kill people to stay alive. No actual blood-sucking involved.

MONKEY ASSISTANT

The player in last place has a monkey with a gun to help them. Really.

FRUSTRATE STEVEN WILLIAMS

An office fave. We beat Steve on any of the above until he gets angry and gives up. Five points if he throws a pad, 50 if he walks off and goes home.



A SMALL CAPTION Like this.

looks when you're afforded the luxury of a whole screen to yourself.

There are many alternative challenges to take on too, plus an Arcade mode containing leagues for keeping tabs on who's considered 'best' at any given time. It's a comprehensive package all right. But sadly, we have nothing to report on the network side of things, apart from confirmation that there is an option named 'Network' listed on the set-up screen. Upon activating this option we were allowed to start a LAN or iLink game – then it crashed. We are promised an iLink compatible version within weeks... then we will finally discover if Stephen is as good at *TimeSplitters* when he can't look at everyone else's screen.

/ GARY CUTLACK

FIRST OPINIONS

PSW

The weapon balance isn't right in the multiplayer games yet, the single-player game is missing a lot of enemies and missions, but already we like it. Why you ask? Because it's *TimeSplitters*. This incomplete demo version has already become our most-multi-played game of the year. *PSW* and *TimeSplitters*... we're like 'that' we are. The one-player bits look great, the split-screen smooth and fast, the action constant. It's time to start looking forwards to this.



"I'LL JUST IMMERSE MYSELF IN THIS SANDPIT THEN"

ETA
OCTOBER
2002



BEEMER BUM Car models are great – this BMW probably 'rocks'.



NIGHT OF THE LONG DRIVES Sunshine is for girls. Girls! Sigh.



CITIES IN DUSK Even the street circuit runs smoothly. Tempting.

TOTAL IMMERSION RACING

WORLD SPORTS CAR RACING GETS THE PS2 TREATMENT.

TYPE	DRIVING
PUBLISHER	EMPIRE

GAME GLANCE

- / Tough, career-based racing
- / Start with a lowly ranked team and work upwards
- / Le Mans prototype cars
- / All the usual tracks

SEE IT ON DVD

- / Cars
- / Tracks
- / Races
- / Do you really not know?

PSW PROPHECY

BEST BECAUSE

- ▲ Oh look, it won't be the best racer out there...
- ▲ ...but there are some great cars and tracks

WORST BECAUSE

- ▼ Badly overshadowed by *Toca Race Driver*
- ▼ Maybe a little too hard for casual drivers

THIS RACER APPEARS AT AN

unfortunate time, emerging into a post-*Toca Race Driver* world.

Compared to that massive, accomplished title, you might think it had little hope – but we have an inkling that won't be the case. Make no mistake, it won't invade *TRD*'s real estate, but *Total Immersion Racing* could well carve a space of its own on the shelves alongside.

It too is career based, but without the three-dimensional drama – or visual splendour – of *Toca*. While of course you can just choose a quick race, the main mode sees you working through the teams to the best cars in the highest class – the prototypes – as you might have seen racing at Le Mans. Initially you're faced with offers from a few lowly teams, and you must prevail in a five-round series in order to attract better offers. Your team's input isn't merely restricted to the menu screens, either, as you'll find a constant barrage of information flowing from your pit radio.

Some of it's useful and positive, such as who's in front and what lap you're on, but your guys are obviously not *that* easily impressed. Get passed, slide into a gravel trap or spin off and you're likely to get an earful of grief. At the moment the haranguing is too much and you soon want to throttle the guy, but we fully expect him to back off

by the time it comes to review. Nobody wants to be told it's the last lap 12 times in a row.

All classes run at the same time, so winning your race doesn't necessarily mean you must pass the entire field – not unless you're in the highest division yourself, of course. This means there are far more racers on the track, and leaves you with the added challenge of passing a far superior car should you feel like it. You're only likely to manage it if one of them spins, true – the AI drivers are pleasingly human with respect to mistakes, and entertainingly aggressive at the same time – but at least the possibility is there. The neat little track map (not shown in these replay screens) represents all cars outside your class as black dots

rather than red, so between that, the position indicator and your currently over-zealous team boss, you should always be able to pace yourself.

STAY ON TARGET

And pace yourself you must. While the handling is reasonably simple, you definitely need to know the braking points (look for darker areas of rubber) and apexes of each track to get the best from it. Corner speeds aren't as critical as in the painfully knife-edged *Ferrari F355 Challenge*, thank God, and there's more room for jazz with the car if you screw up, but go in a gear too high and you're visiting the gravel trap. They slow you down massively: there are no short cuts here. You've got to do it properly.



REAL UGLY Pretty graphics doing an ugly track. Yesterday.



RACE WITHIN A RACE You share a track with much faster cars.



HOLE IN THE WALL Drive through hills! Like magic!



KICK OUT THE JAMS Traffic on the M1 was diabolical.



MONZA MASH Has this track been in every driving game now?



SURPRISE See if you can spot the car in this pic. Hint: there it is.



SWOOPALICIOUS It's an Avis, look. It's a rentacar. You can rent one of these. We think that's right.

The pleasing weight of the cars and the rich, well-balanced handling means you can enjoy a couple of laps just reeling in the car ahead. You don't have to go banzai in full arcade style, and you don't just have to plod along waiting until it stops like in *GT3*. And when you do catch them, passing is fun. They won't just sit there on the line, dumbly, like so many others, and if you run wide they'll pass you back. They're not afraid to rub panels, either. In fact, so determined were they in this preview version that we can only hope the difficulty level isn't yet set. Officially there's Amateur, Professional and Legend settings, but even on Amateur they're insanely good. We just hope they're all on Legend at the moment by default... either that or we'll have to give our driving licenses back.

OOH, SHINY CARS

There's some delectable machinery here. The most recognisable cars are probably the full Le Mans-style prototypes, such as the racing green Bentley Speed Eight, the BMW V12 LMR, the Audi R8 – one



THERE'S A BENTLEY Driven by a bent man called Lee. True story.

of the all-time greats – and a modern road classic, the insanely advanced McLaren F1. Then there's Don Panoz's distinctive front-engined concoctions in both GT1 and Spider forms, which only serve to ram home even further how much more exciting this class is than Formula 1, both in terms of spectacle and visible technology. Fortunately, only two of the tracks here are used in F1 as well, so even though there aren't that many they're not all dull: Monza, Rockingham, Hockenheim, Sebring, Talheimring, Springfield, Minato City and Silverstone are your locations, and they're great versions. It's all rather pretty.

Of course, there are plenty more cars besides the obvious ones, including the rarified Quaife GT1, Sintura GTS, Dome S101 and Noble M12 GT0. The lowlier but still sexy M3 GTR, standard Audi TT and Rockingham Champ Car add a little spice to it all and there are still more, but we'll leave the experts to spot them in the shots. We're certainly hoping all these appear in the final version: we couldn't bring you our own screens due to licensing issues. And don't let the rather disappointing quality of these images put you off – it looks far better in motion. Take a look at the DVD to see for yourself.

/ STEVEN WILLIAMS

FIRST OPINIONS

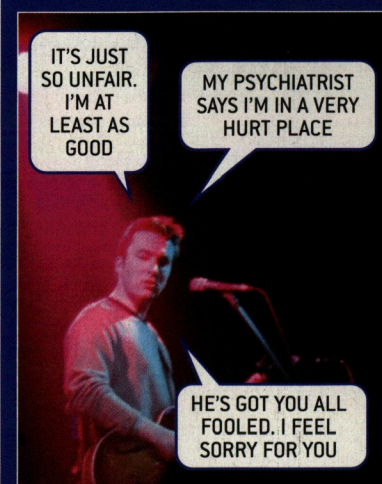
PSW

The game at preview stage is absolutely nails, but in a good way – our only complaint is that the analogue buttons need far too much pressure. The cars look great, the tracks are entertaining, the speed is there and the racing's fun. The connoisseur's choice?

BAD TIMING

LITTLE TOTAL IMMERSION RACING GOES UP AGAINST THE MIGHT OF TOCA RACE DRIVER. OH DEAR.

//WE CAN'T HELP WORRYING THAT, DESPITE ITS merits, this game is going to be overshadowed somewhat. Can it drag itself out to an unlikely, *Rocky*-esque victory? Can it take the world by storm regardless? Probably not. But let's ask an expert. What does Andy Yorke – brother of Thom, lead singer of ultra-successful Radiohead – think? Andy's band Unbelievable Truth recently gave up completely, by the way, so go easy on him.



"WHEN DEATH COMES WHISPERING"



FIGHTING THE SUN Can't we combat terrorism somewhere nice?



ETA
OCTOBER
2002

RECOGNISE ME? You might know me from every war game ever.

TOM CLANCEY'S GHOST RECON

ACCORDING TO CLANCEY, WE MUST BE ON ABOUT WORLD WAR 17.

TYPE SHOOTING

PUBLISHER UBI SOFT

GAME GLANCE

/ Control teams of six Special Forces operatives
/ Strategically plan your operations beforehand
/ 23 single-player levels
/ Enhanced AI superior to the PC version
/ Split screen and i-Link multi-player modes

THE BUNKERS HAVE ALL BEEN

bricked up, the iron curtain's got more holes in it than a *Sunday Sport* front cover and all of the factor 5000 sun block is gathering dust in a dilapidated warehouse somewhere in Dover. Now, the only way to indulge in some cold war paranoia is to lose yourself within the pages of a Tom Clancy novel. Single handedly, he's managed to maintain the western world's suspicion of those conniving Russkies and fear of a nuclear oblivion for over a decade. If you're cheesed off at Sergei Rebrov not giving it 100 percent in every match, or you think Kournikova's skirts should be shorter, you could always blame it on the work of Eastern special agents, then sort it out the Clancy way: simply take the commie down.

Or better still, channel your suspicions towards a greater cause. Apparently there are factions out there who want to destroy world peace, and the only guys who can prevent World

War III, now that Arnie and Sly are passed it, are the Green Beret unit known as 'The Ghosts'. As a member of this elite Special Forces group it's up to you to co-ordinate attacks and step into the killing fields of terrorist hot spots throughout the world. Why did you choose this job?

Unlike previous Tom Clancy games *Rainbow Six* and *Rogue Spear*, *Ghost Recon* is less focused on small, enclosed terrorist situations, instead concentrating on larger scale battlefield warfare. However, before you have visions of sending in the

tanks to sort things out, remember, you're called the Ghosts for a reason, and it's got nothing to do with dying and then haunting your aggressors into submission. Or romantically making clay pots with Demi Moore. Instead, stealthily infiltrating hostile bases in small numbers and taking out the perpetrators before they know you're there is the Ghosts' way. In this game, silence is the most potent weapon in your arsenal.

FSW PROPHECY

BEST BECAUSE

▲ One-shot kills make for a very tense experience
▲ Includes the *Desert Siege* add-on missions

WORST BECAUSE

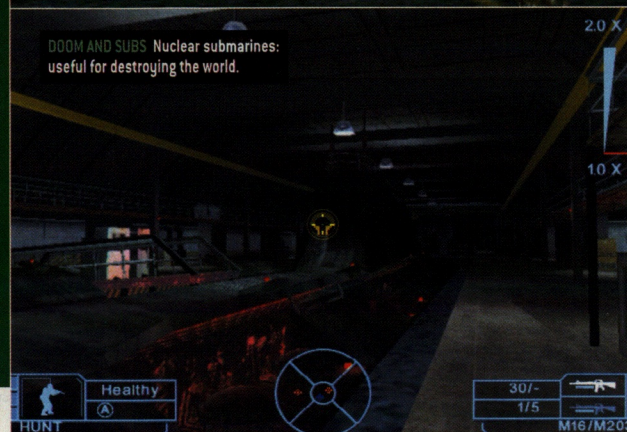
▼ The AI of your teammates is a little bit too good
▼ Coming out around the same time as *Desert Storm*

If you've already looked at *Conflict: Desert Storm* on page 45 you'll be starting to notice the similarities between these two games. For the second time this month we're being asked to carefully juggle our strategic machinations with our creepy-crawly trigger happiness. The difference here is that you've got six hard-assed operatives to control.

Split into two teams of three, you can set up routes for your charges to follow on the pre-mission map screen by inserting a number of waypoints at significant positions. This way you can avoid them bumbling into a trap or being seen too early by using the terrain to remain hidden until the last moment. Thankfully it's all looking very straightforward and if you're not a budding Rommel, you'll be pleased to hear that the planning stage isn't actually essential to your success.

GHOST IN THE MACHINE

In previous Tom Clancy games the planning of missions was irritatingly cumbersome and grew increasingly tiresome. In *Ghost Recon* you can



BOUGHT THE T-SHIRT?

WELCOME TO THE EVER-EXPANDING CLANCY UNIVERSE.

BOOKS



It all started with *The Hunt For Red October*. One modern techno thriller followed another, usually featuring John Patrick Ryan, ex-marine now CIA operative and... well we won't spoil it for you. Let's just say that each one usually sees the world on the brink in scarily plausible fashion. *Red Storm Rising*, *Without Remorse* and *Patriot Games* stand out from a lengthy and illustrious list of first class modern war fiction.

FILMS



The Sean Connery vehicle *Hunt For Red October* was Clancy's first Hollywood outing, with Alec Baldwin starring as John Ryan. Harrison Ford took over the role in *Patriot Games* and *Clear and Present Danger*. Understandably the books are always better but the cinematic adaptations do a pretty good job of translating Clancy's work to the big screen. The latest flick *The Sum of all Fears* sees Ben Affleck take up the Ryan role.

GAMES



PS2, PC, PSone, Game Boy, Dreamcast, board game... you name a format and Clancy's name has probably appeared on it several times. It all began with *Rainbow Six* on PC and has exploded from there. All of the games focus on small team modern warfare and try to be as realistic as possible, with reloading taking what seems like an eternity, as it does in real life, and one hit kills usually making each mistake fatal.

choose to skip all the preparation and jump straight in, relying on the soldiers' artificial intelligence to react to the situation as it unfolds and do the sensible thing.

Since the PC version of *Ghost Recon* was finished, the developer has continued to work on the AI of the operatives, making the PS2 version the smartest of the lot. If you're otherwise engaged with a hairy group of Kalashnikov-wielding radicals you can be safe in the knowledge that your fellow Ghosts won't just be milling about taking shrapnel while they wait for your next command.

MISSION OVER. OH RIGHT... THANKS LADS

Depending on what level you've ordered them to maintain – only return fire if fired upon, neutralise any perceived threat, etc – they'll react to the circumstances with impressive efficiency. Diving for cover, picking off distant targets, protecting your back, they're almost too good at times.

At one point we had to venture into the surrounding woods to smoke out some bandits moving in on our position. Before we'd even caught a glimpse of their moustachioed mug or heard that terrifying rustling of dry, crunchy leaves, the other members of the group had taken out every last one of the sneaky gits. It remains to be seen if this level of computer intelligence intrudes on your fun throughout the game. Clever troops is one thing, but having them complete the whole game for you is a little bit too much help thank you.

Admittedly the game is still in the earlier stages of development and we only got to play a very

small portion of it, so we're hoping things will be balanced out a bit better in the finished article, because there's still plenty of potential here for a very rewarding thinking man's shooter. The controls have been kept relatively simple, making switching between teams a cinch. The differing abilities of your squad (sniper, explosives expert, heavy weaponry man) have been particularly focused on, making for some missions where specific soldiers need protecting in order to carry out an essential job, adding a very welcome tactical edge to the gameplay. And once again we get to benefit from our guinea pig-esque PC brethren, with the inclusion of all the missions from the *Desert Siege* add on pack, which PC gamers had to shell out an extra £20 for but we get included in one all-inclusive bundle. Nice.

/ MIKEY FOLEY

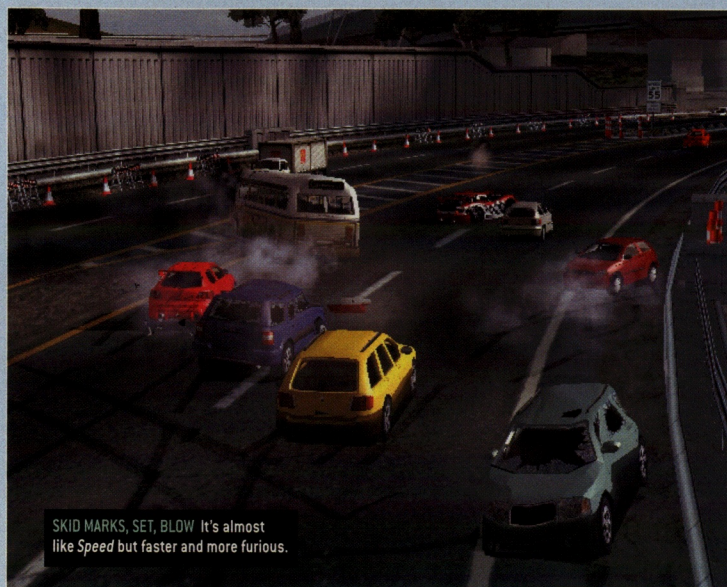
FIRST OPINIONS

PSW

The artificial intelligence of your teammates is very impressive. We just hope that it doesn't lead to a situation where it's more beneficial to let your associates take all the risks, being far more effective than a fallible human, while you stand by admiring their handiwork and twiddling your thumbs. Aside from these concerns, *Ghost Recon* manages to capture the same feelings of thoughtful satisfaction that *Conflict: Desert Storm* also displays. Seems like there's a war brewing and you lot are going to be the only winners.

PREVIEW UPDATE

WE'VE PREVIEWED THEM ALREADY, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE...



SKID MARKS, SET, BLOW It's almost like *Speed* but faster and more furious.



THE PAINT JOB SAYS IT ALL Driven by a lunatic.



BUS-TED Dozens of cars can be mangled in crashes.



FLIP Or something slightly less polite if you were inside.



OHMYGOD! Crashes happen so fast it will make you cry.

BURNOUT 2

BIGGER, FASTER, MORE VIOLENT CRASHES...

MORE OFTEN THAN NOT, WE SIMPLY CAN'T BE ARSED. WE can't be arsed to get out of bed each day. We can't be arsed to put a magazine together. We can't be arsed to leave the office at lunch time. And when it comes to 5:30pm, we can't even be arsed to go home. So to ask us to spend 20 minutes tinkering under the hood of a Toyota Yaris – adjusting gear ratios, suspension set-ups and muffler types – for the sake of one race in *Gran Turismo 3* is asking a bit much. Great game, no doubt about that, but we simply can't be arsed.

Burnout 2 is much more in tune with our lackadaisical attitude. No complicated mechanical fiddling required

here. Just choose your car and you're straight into the race. And there surely isn't a bigger adrenaline rush to be gained from any PS2 game than the shot in the arm that *Burnout 2* delivers. Everything that made the original so great – the insane speed, spectacular crashes and heaving traffic system – is back for the sequel, but now with extra oomph. Higher speeds for longer periods of time, more debris and car deformation than before, more 'air' via strategically placed ramps, more traffic to steer around... or into. You know you want it. And so do we. So don't delay!

Go straight to the DVD and see what you can expect in just a few short months when *Burnout 2* gets released.

■ TYPE: Driving ■ PUBLISHER: Acclaim
■ LAST PREVIEW: PSW #30 ■ ETA: September

“EVERYTHING THAT MADE THE ORIGINAL SO GREAT IS BACK WITH EXTRA OOMPH”





OLE, OLE, OLE The baby-faced assassin buries Chelsea's hopes.

WINNING ELEVEN 6 DO WE REALLY NEED TO EXPLAIN?

YOU KNOW THE DRILL: WINNING ELEVEN 6 in Japan becomes *Pro Evolution Soccer 2* over here. Before that it was called *ISS*. But then Konami brought out another *ISS* game by a different development team, which was a bit rubbish. And everyone got confused and nobody knew what to buy. So they all bought *FIFA* instead, which genuinely was rubbish. But *WE6* isn't – in fact, it's ace.

The changes from last year's game are subtle, but once you've played the latest

version it's unlikely you'll ever go back. Defenders tug at the strikers' shirts in an effort to win the ball, they back into players when attempting a header, they put their hands in the air, stop running and appeal for offside, even when it's clearly not... It all adds to the overall sense of realism, which was already far greater than any other footy game on any format.

You'll have to wait until October to get your hands on the UK version, but trust us, it'll be worth the wait.

■ **TYPE:** Football ■ **PUBLISHER:** Konami
■ **LAST PREVIEW:** PSW #31 ■ **ETA:** October



NET CAM Perfect for those goal line blunders.



KEANE V KAHN Stick it in and see him blub like a girl.



OWEN GOALS If only we could have held onto his one goal lead. If only.



WRECK-LESS When the doors start to flap you can snap them clean off.

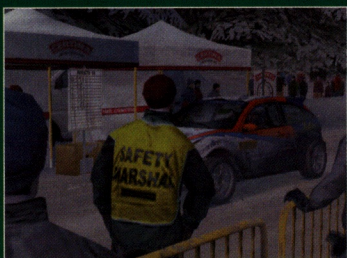
COLIN MCRAE RALLY 3 IT'S HERE! IT'S... NOT BAD...

WE HAVE TO ADMIT TO EXPERIENCING A slight tinge of disappointment when we finally got to grips with the latest *McRae* instalment. There's nothing particularly wrong with the game, it just fell some way short of our lofty expectations of what developer Codemasters could achieve. While it's clear a lot of time and effort has been put into the car physics and damage model, ultimately it doesn't look as pretty as the mate-impressing *Gran Turismo 3* rally bits. And it seems to play, well, pretty much the same as the last version on PSone. We just hope the new career slant (which wasn't apparent in the early version we tested) brings something new to the table. Another ordinary rally game is the last thing we need.

■ **TYPE:** Driving
■ **PUBLISHER:** Codemasters
■ **LAST PREVIEW:** PSW #31
■ **ETA:** September



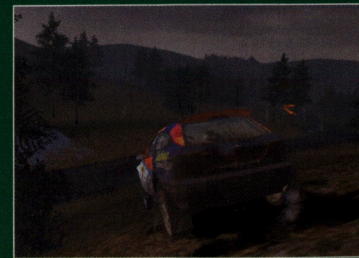
ROOFTOP VIEW The damage model is awesome.



DAVE He's there to keep the human sheep off the road.



RESIDENT PARKING Colin uses his mirror when reversing.



CLUMSY COLIN Take a detour to the car wash.



HALO SOLDIER Will we get to drive the jeep like in a certain Xbox game?



RED FACTION 2

LAST YEAR'S DECENT BLASTER HAS EVOLVED INTO SOMETHING SPECIAL.

WE ENJOYED RED FACTION, ALTHOUGH IT wasn't flawless. And we'd only want to wade through a sequel if those flaws were fixed with some significant verve – more of the same just wouldn't be good enough. Fortunately, developer Volition hasn't been lazy at all, and *Red Faction 2* has got us interested all over again.

For a start, it's a lot smoother – especially notable in two-player, which in the original was almost unplayable. In single-player the action's moved to Earth, meaning players get to destroy buildings and the life therein across a cityscape, which is far more appealing than the rather drab mines of Mars. It also signifies the end, finally, of all those tired "get your ass to Mars" comments. Landscape mangling is integrated far better with the actual gameplay – you may need to blow down a bridge to access an upper level, for instance – so there's genuine cause to hope the sexy Geo-Mod engine is done justice this time. After all, we don't just want to dig holes, we want to blow stuff up. Story and characters are all new, and this time you'll be joined by various computer controlled allies that you must help – and who'll help you with firepower and special skills. The works-through-walls rail driver weapon has also been toned down, mercifully, bringing it back from the edge of unfair. It looks great so far and sounds promising: here's hoping it can deliver on those promises.

■ TYPE: Shooting

■ PUBLISHER: THQ

■ LAST PREVIEW: PSW #31

■ ETA: November



UZI DIY Trapped. Blow yourself a new exit.



VISION BLUR That'll teach you to have that 12th pint.



WHEELS ON FIRE If you can't drive it, no one can.



BRING OUT THE BIG GUNS If they get any larger you won't know where you're going.



ONIMUSHA 2

ONE OF THIS YEAR'S BIGGEST SEQUEL SWIPES EVER CLOSER.

YOU CAN ONLY TRULY UNDERSTAND THE meaning of the word 'torture' after enduring a five-hour press conference with incomprehensible Japanese developers. We did. And we're better men because of it. Not a great deal of interesting information was forthcoming, but we did manage to find out that – unlike previous Capcom games *Devil May Cry*, *Onimusha* and *Code: Veronica X* – the UK release of *Onimusha 2* will be fully optimised. No more intrusive black borders and reduced game speed here. Capcom has finally listened to the rally of critics and promised a version of the game just as good as the gorgeous Japanese original.

Now if only it can sort out the six month delay between the Japanese and UK release. Honestly, how long does it take to

translate a few bits of text here and there? We're desperate to get our hands on a full English version so we can fully appreciate the plot intricacies and new gameplay elements. We've been promised something resembling the UK game next month. We'll keep you posted.

- **TYPE:** Action adventure
- **PUBLISHER:** Capcom
- **LAST PREVIEW:** PSW #31
- **ETA:** October



CROWD VIOLENCE Use the twin blades against groups.



BLINDING Step into the light and feast on my blade.



SLICING Save your specials for the boss encounters.

STAR WARS BOUNTY HUNTER

WE WANT TO BE BAD!

THE QUALITY OF THE STAR WARS GAMES varies massively. For every *Jedi Starfighter* that comes along, there's a *Super Bombad Racing*. LucasArts really needs to sort out the quality control of its PS2 products. So, the big question now is which of the two camps *Bounty Hunter* will fall into? On paper it's certainly looking good. As Jango Fett you venture into the dark side of the *Star Wars* universe in an effort to capture the elusive leader of a deadly cult. Across six worlds and 18 levels, Jango faces all manner of intergalactic evil and a ruthless competitor from his own mysterious past. It's a mouth-watering prospect (at least for *Star Wars* fans) but if you caught sight of the game on last month's DVD you'll have noticed the slightly j-e-r-k-y frame rate. We're hopeful LucasArts can remedy the situation before *Bounty Hunter* gets released, because we really don't need another rubbish *Star Wars* game.

- **TYPE:** Action adventure
- **PUBLISHER:** Activision
- **LAST PREVIEW:** PSW #31
- **ETA:** October



YOU'VE BEEN JANGOED At last we get to be a *Star Wars* bad guy.

EYE SPY Your targeting computer helps your aim.

MINI MONK Jango can't understand them either.



AH, JUST HAVING A PS2 LYING UNDER YOUR TELLY DOESN'T MAKE YOU A PROPER GAMER, YOU KNOW. THERE'S ALL KINDS OF ESOTERIC KNOWLEDGE AND STRANGE OPINIONAGE TO PICK UP BEFORE YOU CAN HOLD YOUR HEAD HIGH. EVER WONDERED IF YOU CUT IT? OR PERHAPS YOU'VE LAIN AWAKE AT 4AM WONDERING IF YOU FEEL TOO MUCH... IT'S EASY TO OVERSTEP THE MARK, YOU KNOW, TO TAKE THINGS A LITTLE TOO SERIOUSLY. AND THAT'S WHEN THE VIOLENCE STARTS. SO ARE YOU A LAMER, A GAMER OR A SOURCE OF SHAMER? WHY NOT TAKE OUR PATENTED LITMUS TEST TO YOUR SUPERSTAR STATUS, OR OTHERWISE; THESE 13 DEVILISH – SOME MIGHT SAY DIABOLICAL – QUESTIONS TO DETERMINE YOUR GAMENESS. EH? WHY NOT? OH, GO ON.

13 QUESTIONS. ARE YOU TOUGH ENOUGH?

HOW TO PLAY

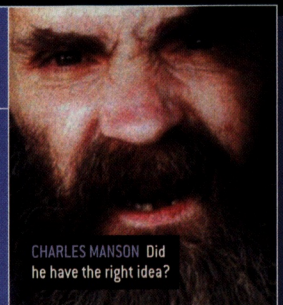
Make a note of the letter for each answer you choose, then award yourself points on this scale: a>5, b>10, c >15, d>20. Check your rating at the end. Easy.

1> YOU DIE EVERY TIME THE FBI TURNS UP IN GTA3, AND YOU CAN'T BEAT THE MISSION. YOU CAN'T REMEMBER WHERE THOSE POLICE BRIBE BADGES ARE EITHER. FRANKLY, YOU'RE JUST NO GOOD AT BEING BAD. DO YOU:

- a> Take it back to EB and get *Big Brother* series one on DVD instead.
- b> Scour the internet for walkthroughs.
- c> Scour the internet for cheat codes.
- d> Scour the internet for walkthroughs and cheat codes, insult the authors on the message boards, snort derisively at their ignorance, get distracted by the insanely large array of porn available and search fruitlessly for Sexkey access codes until dawn breaks through your black Jango Fett-patterned curtains.

2> TIMESPLITTERS 2 IS ON THE SHELF AT £39.99, BUT YOU ONLY HAVE £6.46, SOME LOW SUGAR GUM, A PACKET OF BANGERS AND SOME BLUE FLUFF. DO YOU:

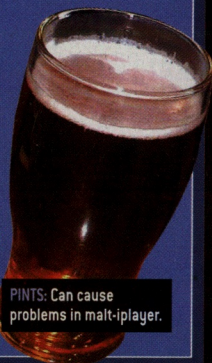
- a> Shrug imperceptibly and head for Burger King.
- b> Trudge home and fan out all the reviews on the floor.
- c> Drop gum wrapper, circle shop, throw banger and steal TS2 while staff are confused by shiny foil/loud noise. Leave fluff as mysterious 'calling card'.
- d> Kill everyone and put the gun in your mouth just as the police and TV cameras arrive.



CHARLES MANSON Did he have the right idea?

3> IN THE PUB, YOUR FRIENDS ARE SLAGGING OFF 'GEEKS' FOR PLAYING 'KIDS' GAMES, BECOMING INCREASINGLY VOCIFEROUS AFTER ONE OF THEM WINS £20 ON THE FRUIT MACHINE AND GETS A ROUND IN. IT'S MORE LAGER THAN THEY'RE USED TO AND WORDS ARE SAID THAT CANNOT BE UNSAID. DO YOU:

- a> Join in, making a mental note to sell your PS2 and threaten your sister with slow asphyxiation by arse if she ever mentions it to anyone.
- b> Force a smile whenever anyone looks at you, quickly covering the insincerity with your pint glass and all the while imagining you're Dante with the fiery gloves of Ifrit, walloping the blue Christ out of them without even drawing a deep breath, then pulling the barmaid and impaling her with the deepest sensations of her entire, pert life.
- c> Explain how that might well be true of Xbox gamers – supposing they really exist, brief pause for appreciative laughter to subside – yet Sony has an indefinable air of 'cool' that borders almost on a youth movement, albeit an entirely spurious and consumerist one, which simply puts it and its products beyond the pale: witness the acceptance of their archly black console within the London clubbing scene and the wickedly subversive 'Third Place' campaign... Non-users of the DVD-capable PS2 are clearly atavistic, Neanderthal goops with no more understanding of what it is to be young than a luxury airship dealer listening in sad-eyed horror to the ticking grandfather clock dividing the silence of his vast, velvet-roped parts department.
- d> Highlight their wrongness with the help of a timely and brilliantly thought out Count Dooku/Obi Wan Kenobi/Yoda analogy, finishing with "big twats, you are."



PINTS: Can cause problems in multi-player.



OUR ANGE Jonny Vegas owns a pair of 'Laura Croft' pants, apparently. Maybe he needed an extra letter so they'd fit...

4> I ABSOLUTELY SWEAR ON MY DEAR OLD MUM'S LIFE THAT LARA CROFT...

- a> Was invented by Lucozade.
- b> Is being made into a game like the film.
- c> Used to have some sort of credibility.
- d> Has provided me with some of the most intense moments of physical pleasure of my life.

5> WHICH IS THE BEST BEAT 'EM UP AND WHY?

- a> Tekken something, it rocks!
- b> Dead or Alive 2 because of the way their titties fly about.
- c> Virtua Fighter 4 because it's so fast, smooth and complex.
- d> Capcom Versus SNK because, like all the best games, it's 2D and no one else appreciates the purity, the vision, and the way it reminds me of when I was a little kid and everything was simple and safe and I want my mummy.

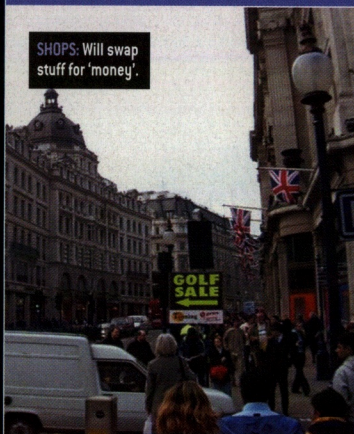


BAD GIRLS: If you're going to get your arse spanked, it might as well be by her.

6> WHICH OF THE FOLLOWING STATEMENTS BEST SUMS UP YOUR SHOPPING EXPERIENCES:

- a> "Hey mate, is Nintendo coming out for PlayStation2?"
- b> "I think the Dreamcast was just a phase I was going through, like when I kept kissing sailors."
- c> "Of course, I waited until PS2 was just £199 and got a killer deal on GTA3."
- d> "... and so I said to him, 'frankly the PS2 struggles with full-scene anti-aliasing in hardware!' and I swear he nearly died of embarrassment."

SHOPS: Will swap stuff for 'money'.



GOOD GIRLS: Possibility of kissage for winners.

7> YOU CAN HAVE ONE OF THESE GAMES FREE, AND A PRETTY GIRL WILL THINK FLEETLY ABOUT KISSING YOU ON THE CHEEK AS SHE PRESENTS IT. SHE MAY EVEN TRY TO HIDE HER REVULSION IF YOU PICK THE RIGHT ONE. WHICH DO YOU CHOOSE:

- a> Rez
- b> Rez
- c> Grand Theft Auto 3
- d> Rez

8> WHAT WAS YOUR FIRST GAMES CONSOLE AND HOW MANY HAVE YOU OWNED SINCE?

- a> This is all, my PS2. Dixons had a special on. You mean there are others?
- b> I bought a PSONe when they got smaller. Oh, and I've got a Gameboy and this excellent mobile phone where you can play a special game of trying not to get mugged for it on the underground.
- c> I had a Mega Drive years ago. Then I really got into PlayStation when GT came out. I even had a Dreamcast for a while, but the controller gave me rickets.
- d> A Super Famicom that ran through a transformer like an emergency generator. And I used to listen to my mum playing Pong when I was in the womb. Can I use a separate piece of paper for this one?



CONSOLE-ACTION PRIZE How long have you been playing with yourself at home?



THE SPOON MAN But who does Beckham bend it like?

9> WANDERING THROUGH YOUR LOCAL SHOP, YOU SPY A GAME. YOU NOTICE IT'S BY ELECTRONIC ARTS. IT'S FIFA BRANDED WITH THE YEAR STUCK ON THE END. YOU LIKE FOOTBALL. DO YOU:

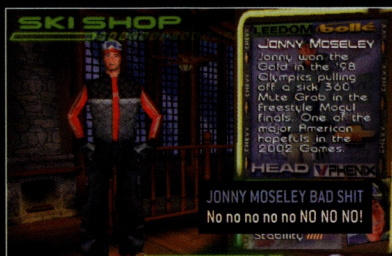
- a> Buy it.
- b> Buy PSW and head to an expensive coffee shop to read the review, then realise you don't have enough money left to get the game, which you pretty much still want even though the review was equivocal because damn, those pictures were pretty.
- c> Ignore it because you already have *Pro Evolution Soccer*.
- d> Vomit noisily into the case before placing it back on the shelf, a cold sweat on your brow. What are you doing in a shop that sells FIFA in the first place? Have you had a blackout? Will you be OK to drive home?



ULALA: Not as well known as Lara Croft, but a better w***.

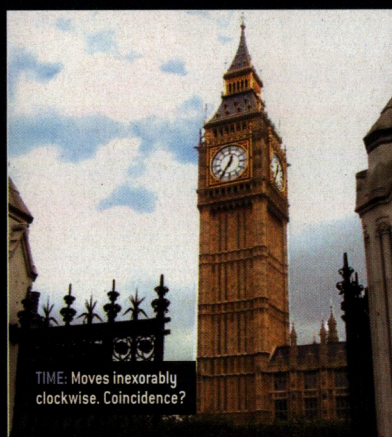
10> I BUY MY GAMES...

- a> In bulk.
- b> In Game.
- c> In a little shop, I don't know, it's too dark to see the name properly and I never raise my eyes that far up because I might make eye contact.
- d> In full Ulala drag.



12> WHICH GAME DID PSW JUDGE TO BE "SO FAR BENEATH BAD IT LURKS ON THE ABYSSAL PLAINS BEYOND WORDS"?

- a> That one where you steer the thing that keeps doing the explosions until you kill the whatsit with the big... the big sticks and the lasers under the other stuff you have to avoid. You know.
- b> All the *Army Men* games, tossed into a hastily dug pit and splashed with petrol.
- c> *Jonny Moseley Mad Trix*.
- d> *Pictionary*.



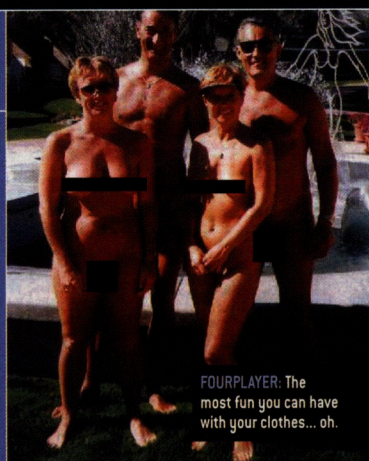
TIME: Moves inexorably clockwise. Coincidence?

13> ABSOLUTELY THE MOST TIME I'D EVER SPEND IN ONE GAMING SESSION IS:

- a> 20 minutes. I get bored once I've seen everything a game has to offer.
- b> An hour, maybe two, especially if I've just got back from a club and didn't pull.
- c> No more than five or six hours... I'm no geek, hush yo mouth!
- d> After 24 hours I start to hallucinate, but it's OK, I push on through the barrier – not even personal hygiene needs can stop me. I'm keeping it real.

11> YOU'RE PLAYING TIME SPLITTERS IN FOUR PLAYER WITH SOME MATES, BUT NO MATTER WHAT YOU TRY, YOU KEEP GETTING SHOT IN THE FACE AND GOING DOWN SQUEALING LIKE A BITCH. DO YOU:

- a> Wonder what *TimeSplitters* is because you're actually trying to play *Red Faction* in two-player.
- b> Blame the pad and insist that the R1 button keeps intermittently failing at just the wrong moments – such as just then, when you pulled the trigger twice before he killed you – but undermine your own argument by refusing to swap it with anybody else's.
- c> Swear like a slave trader, reassess your tactics, check your opponents' screens to spy their positions, switch to the assault shotgun and sneak in to mop up on other people's fights from a distance.
- d> Refuse to play another minute unless advanced mip-mapping, Z-axis wuffle buffering and per-pixel shading can be switched on in the options menu, which you hardly think they can, seeing as there's not even a choice to switch between 24 and 32-bit audio sub-filtering, which is just plain lazy programming.



FOURPLAYER: The most fun you can have with your clothes... oh.

> THE JUDGEMENT IS UPON YOU!

YOU'VE TOTTED UP YOUR ANSWERS AND FIGURED OUT YOUR SCORE. THE MOMENT HAS ARRIVED. WHAT KIND OF A PLAYER ARE YOU?

> 65 – 110: You're no gamer! Is this your brother's magazine? He'll kill you if he finds you reading it. Or maybe you just got a PS2 because all your friends talked about them, and you've never played anything other than the games it was bundled with, briefly, leading you to believe that *everything* was that crap. Or maybe you're a stuntman or an airline pilot with a stunning girlfriend and loads of money which you don't even need to flash when you're at Elton's parties, because everyone knows you by a single name like Sting or Cher, and you really don't have time to play games because of the book you're writing on a \$750,000 advance in between trips abroad. But we won't go there, because it hurts.

> 111 – 160: Hey, you're getting the hang of it, you lamer. You're not quite there yet, and there remain considerable gaps in your gaming knowledge. You've never heard of half the games you see on the shelves, you don't always buy PSW and thought *Jonny Moseley Mad Trix* must really rock when you saw its shiny case. Yet, when you bought it, you realised it stank and took it back. There's some redemption there. You also loved *Metal Gear Solid 2* and enjoy singing, sailing and taking your elderly niece for walks. Your favourite month is April and few people can make salsa like you. Recognise yourself yet? It's uncanny.

> 161 – 210: You know your stuff. You have a balanced knowledge of games, including the major releases on other formats, and you know what's worth saving for. You also realise that all that stuff about salsa and sailing was just to throw the others off the scent. You can pick the worthwhile snowboarding, football and driving games from the sea of wannabe shite surrounding them in the blink of an eye. You played *Rez* with an open mind and were slightly disappointed with *MGS2*, if you're honest. You have a scart lead, but you don't discuss it in public.

> 210 – 260: Holy relics on a speeding bus! If you get any more zealous George Dubyah Bush will include you in his Axis of Evil. Have you ever considered becoming an online journalist? There may still be time to save yourself, but chances are you're in the final stages of geekdom and you're good and gone. You regularly ask members of the public about their usage of scart leads. You only shop in indie shops, and firmly believe that nothing works better than Clearasil. You use nothing, and you're wrong. *FIFA* games make you physically ill, sequels make you angry and daylight burns your skin. *MGS* has become too commercial now Kojima's sold out. Oh, and *Episode II* rox.



YOU'RE FIRED Playing as the humans, you begin your battle in Norfolk.



TIME FOR WAR Dragons v humans. It's classic colonial oppression material.



"CHECK OUT THE ARSON ON THAT!"

REIGN OF FIRE: THE MOVIE IS OUT SOON. THERE'S GOING TO BE A VIDEO GAME TOO. IT'S DRAGONS VS MAN; AN EXCITING PROSPECT ACCORDING TO ITS EXECUTIVE PRODUCER, MARK WASHBROOK... INTERVIEW BY STEPHEN PIERCE

WHY WAS THIS FILM IDEAL FOR A VIDEO GAME TRANSLATION?

The film script itself painted a strong image of two species battling for survival on a scarred post-apocalyptic Earth, something that the entire team was inspired by. The cast, including the early dragon designs, provided strong direction for the vision of the film, which was something that we could carry over into the game. Spyglass and BAM! were very keen to let us make the best game we could, and not restrict this process. In fact they actively encouraged expanding on the film to this end.

ARE YOU FOLLOWING THE FILM'S STORY AT ALL?

The basic premise for the film is carried over into the game. The player in the human missions plays the part of a resistance fighter starting at the Norfolk stronghold defending the fort from the dragons, before joining up with Van Zan's Irregulars at Dover and eventually facing the final conflict, the father of all dragons in London. The player in the dragon missions effectively gets to play the game in reverse, wreaking havoc and mayhem as they attempt to burn them from the face of the earth.

WHY CAN YOU PLAY AS HUMANS AND DRAGONS?

When we first read the script the obvious thing to do was to create a game where the player was one of the lead actors from the film, battling the dragons to the death. However, the one thing we felt would be really cool would be to play as the dragons. To be able to fly over the terrain, destroying everything in your path and feel the power that the dragon embodies was just perfect for a video game. From a game design point of view this also allows the player to complete

missions battling against the dragons and then be able to play the mission in the part of the dragon.

IS THE GAME PURELY AN ACTION-ORIENTED EXPERIENCE, OR ARE THERE ANY STORY/PUZZLE ELEMENTS?

The game is very much an all-action affair with missions linked around a fast-moving plot, based upon events in the film. The player has very specific objectives on every mission although they may be working with, or providing support for other units. We've tried to make the player feel that they are working within a team, and although they're not the sole protagonist, they are the catalyst for success in both human and dragon missions.

WHAT ARE THE ADVANTAGES OF PLAYING AS EACH SPECIES?

More than you would initially think. The human missions provide the player with four different types of vehicle with

very different weapons and handling characteristics. As you play through the human missions battling the dragons, you learn to defeat them and perfect your moves and use of weapons. When you then unlock the dragon missions you have the advantage of knowing the strategy of the human defences, but then have to learn to manoeuvre past their stern defences.

SURELY DRAGONS ARE NATURALLY TOUGHER? HOW DO YOU GET THE BALANCE RIGHT?

Yes, dragons are tough but so are the humans in their own way. The dragons have far more devastating attack power than the humans and are very manoeuvrable in flight, but take damage very quickly. The player's edge is maintained by using the dragons' speed to avoid being hit and using fireballs to attack units from a distance, before coming in for the devastating kill with napalm. The humans on the other >



A LOAD OF HOT AIR The dragon. Excellent in the air. Useful for barbecues.



HISTORICALLY INACCURATE According to myth, the helicopter died out in 11BC.

"REIGN OF FIRE PUSHES PS2 TO ITS LIMITS"

MARK WASHBROOK /
EXEC. PRODUCER



NORFOLKING WAY I'M STAYING The dragons felt London's property to be pricey.

hand have the terrain features, which can be used to hide from attacks, unlike the dragons whose only real protection is distance. Used in conjunction with heat seeking missiles and rockets, dragons can be quite effectively taken down. It pays not to stay in one place too long!

HOW DOES THE GAME DIFFER WHEN YOU'RE PLAYING ON THE DRAGONS' SIDE?

The player has more freedom than in the human missions. Flying over the terrain, using the high-speed flight allows the player to quickly travel great distances and avoid incoming missiles and rockets. The gameplay comes from destroying the human units and avoiding attacks from both the ground based units and the aerial units.

HUMANS VS. DRAGONS – WILL THERE BE TWO OR EVEN FOUR-PLAYER OPTIONS?

It was our intention at the outset to push the engine to its limits in order to deliver the special effects and environment



CAN WE HAVE OUR PLANET BACK? They're older than the dinosaurs apparently.



IT'S REIGNING FIRE They're made of flesh and blood. Well, plastic and CGI...

that we felt would be expected of the game. In order to do this the technology has been heavily optimised to make the game look and feel as good as it does. Had we added multiplayer we would have had to compromise these aspects and the environments.

HOW DO YOU GO ABOUT DESIGNING AND CREATING DRAGONS? ARE THEY ALL BASED ON ONES FROM THE FILM?

Working with Spyglass helped a lot as it had done much of the design work for the dragons in the film. Visiting Disney's secret labs to see the dragons develop and get a feel for how they moved and behaved allowed us to form a core essence for the dragons that we then mapped out into the other dragon types we created.

HAVE YOU SEEN THE FILM? IS IT ANY GOOD?

We've seen the trailer and a lot of the dailies (copies of footage with no touching up or integration of computer graphics). It looks like a real action blockbuster!



ARE YOU ALLOWED TO DO WHATEVER YOU WANT WITH THE GAME, OR ARE THERE RESTRICTIONS PLACED UPON YOU?

We've pretty much had a free reign (if you'll excuse the pun) working on the game; we were in the very lucky position of seeing the script way in advance of film production and had already thought this would make a great game concept before the movie was confirmed. Spyglass and BAM! have encouraged us to be creative with the licence in order to develop the depth and variety of gameplay we had set as our target. This is best demonstrated in the material we drew on from the numerous changes throughout the scripting process. We've seen over eight versions now, but there were aspects that were in some of the scripts we decided to use, such as the land-based dragons that aren't in the final movie.

WHAT'S EASIEST – CREATING SOMETHING NEW YOURSELF, OR HAVING TO ADAPT OTHER PEOPLES' IDEAS AND STORIES?

Neither, both involve a creative process that is different in some respects and similar in others. At the end of the day the difficult process is coming up with a game design that

REIGN OF FIRE

A BRIEF HISTORY OF DRAGONS



TIMELESS An astonishing and beautiful beast.

Sadly dragons ceased to exist ever. This is mainly due to the fact that they're made up. But such is the apparent interest that the numerous Sunday supplements persist in offering a gargantuan range of z-list artists' sculptures, each professing to offer the definitive "imagining" of these "astonishing and beautiful beasts". Sod that. Here's the only reference work you'll ever need when considering these, ahem... astonishing and beautiful beasts.



LADY DRAGON No wonder he's laughed at. He's a big puff.

PUFF THE MAGIC DRAGON

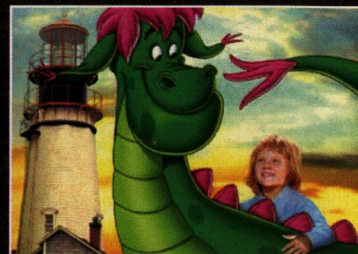
A face-reddeningly arse children's ballad. Apparently lived by the sea. In a land called [somewhat conveniently for the sake of rhyming with sea] Honah Lee. Puff befriends a kid, they share adventures, kid gets bored and leaves dragon miserable and alone in a cave. Some cynics have cruelly suggested that the psychedelical-tinged lyrics are actually about drugs...



WELCOME TO MY WORLD Not included: a social life.

DUNGEONS & DRAGONS

The only game that will ensure you're never bothered by that annoying phenomenon of girls trying to have sex with you. You'll need some dice with 13 sides covered in squiggles and some cards with information pertaining to unpronounceable Elven rune stones on them. You'll also need to have a ginger beard, no fashion sense and be ugly.



DON'T TRUST HIM PETE Pure Disney dragon propaganda.

PETE'S DRAGON

A post-Poppins and Bedknobs Disney animation/reality musical featuring a whiney, out of key brat and his pink-haired dragon chum. They live in a lighthouse and sing songs – such is the extent of the excitement. Constitutes a career high for ex-Carry On-er Jim Dale who appears as Dr Terminous. He's the baddy of the piece, in case you couldn't guess.



PAIN AND MISERY The most frightening wings since Paul McCartney's 70s project.



I CAN FLY! Playing as dragons offers an interesting gameplay alternative.



YOU SHALL ALL BURN Eat fire, you simple human peasantry scum!



HEAT SEEKING Dragons' vision is even better at night, hence the spotlights.



DRAGON ME DOWN TO YOUR LEVEL That damn beast burned my geraniums!

you feel is going to be fun and challenging for the player. It's just as difficult to work within restrictions of another intellectual property as it is to originate a universe for this yourself, as there are no rules or guidelines to follow, effectively a blank sheet of canvas.

THE IMAGES YOU'VE RELEASED SO FAR HAVE A LOT OF GREAT FIRE EFFECTS IN THEM – HOW HARD ARE YOU PUSHING PS2? In order to recreate the way that fire spreads in real life, Kuju has created a completely unique and new 'reactive fire system'. This pioneering technology means that every single item in the game is flammable; each has its own flash point, burn rate and the ability to set alight items near it. Essentially the fire 'lives', it moves from object to object heating its surroundings as it burns. On top of the fire system sits a sizeable number of special effects controllers linked into the engine's particle systems. For intense fires on some objects these systems create the main fire effects, fire detail effects, sparks, and smoke. For a small fire containing just 30 objects this system may contain over 2000 active particles at any one time.

With this level of fire control and effects, it wasn't a huge surprise when we started to hit the PS2's drawing limit. Despite requiring very little CPU time, *Reign of Fire* pushes the PS2 to its limits to render its fire.

WE'VE HEARD THERE'S A LEVEL SET IN LONDON – IS THAT TRUE? WILL WE RECOGNISE ANY OF IT?

Yes it is true. Although most of London has been laid to waste by the dragons, a number of key landmarks can still be found. You'll be able to recognise the Houses of Parliament, The Tower of London and Tower Bridge, not to mention a few wrecked London buses.

ARE THE OTHER LOCATIONS BASED ON REAL PLACES?

Very loosely. Apart from London we have missions in Norfolk based around the castle that you'll see in the film, and also we introduced missions set in Dover with white cliffs and a port. Many of the vehicles and buildings found in the game are based around those used in the film and reference material was also provided by Spyglass. Tanc, our Lead Artist, also went over to the site of the film set in Ireland to

take photos that he and his team used when building the models for the game.

HOW MANY LOCATIONS ARE THERE GOING TO BE IN TOTAL?

There are three locations in total: Norfolk, Dover and London.

A LOT OF THE IMAGES SHOW TANKS AND OTHER BIG MILITARY HARDWARE... HOW MANY VEHICLES CAN YOU CONTROL?

In the human missions the player will drive four different vehicles. In each mission the player vehicle is pre-determined and the mission is based around the strengths of that particular vehicle. These vehicles are the Mini Buggy, the Jeep, the Abrams Tank, and the 4x4 Fire Truck.

DO YOU THINK DRAGONS ARE UNFAIRLY TREATED BY THE MEDIA, WHICH ALWAYS PORTRAYS THEM AS THE BAD GUYS?

I think there are plenty of friendly dragons out there such as Spyro, so they're not always portrayed as bad guys. On balance, if you were faced with a hungry, 20-ton fire-breathing dragon, you would make the assumption he was a bad guy and not hang around to find out.



GETTING LAIRY Press Up twice. Game complete.



GRRR... He's really as harmless as Lee Nutter.



WHEELIE CRAZY It's like they were all high on drugs!!!



BAD HOBBIT Smaug. Much less nice than Spyro.

DRAGON'S LAIR

Desperately piss playable-cartoon coin-op in which you played Dirk, a knight attempting to (yawn) save a princess from (snore) a dragon. The amount of influence the player had over proceedings proved comparable to that of a vegan picketing McDonalds. It's available on a 'playable' DVD for use with PS2. But don't waste your time on it. Just don't, OK.

THE DRAGON KNOWN AS... SPYRO

Purple babyish dragon first sighted in his own PSone hop, skip and flap-tastic platformer. Nice enough for the young 'uns but made more wrinkled gamers simply tut and reach for another can of Special. Is soon to be winging his way (do you see what we did there?) onto PS2 in *Spyro: Enter the Dragon Fly*. Bloody brilliant.

CHORLTON AND THE WHEELIES

Perennial student wheeze #23. "Oooh, do you remember *Chorlton and the Wheelies*? He was a dragon and he looked after all the Wheelies, who were like Weebles only with wheels. Anyway, it had a great theme choon, I'll try and sing it, no, no I will ... hang on, oh god I can't believe I'm doing this it's soooo funny, phahahah..."

THE DRAGON IN... THE HOBBIT

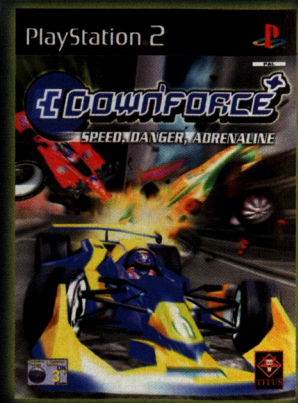
Smaug is the gold-hoarding dragon in the diet *Lord of the Rings* novel. Living under a mountain he breaks his napping only to burn some dwarves. He gets knobbed in the end by some other dwarves, and apparently a man. This is all the info PSW has as none of us has read the thing (thanks to Mummary Pierce for the précis).

F



*** THE RULES!

DOWNFORCE



GAME BOY ADVANCE



PlayStation 2

REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.



70 **TOCA RACE DRIVER** A racing game with a story? Have they gone mad? And it gets 9/10? Have we gone mad? Has the world gone mad? Mother?

PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE YOUR BUYING DECISIONS SIMPLE. HERE'S HOW IT WORKS.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	RECOMMENDED
7/10	GREAT
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	VERY DISAPPOINTING
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS

THIS PARAGRAPH OF TEXT SERVES NO REAL

purpose, aside from attempting to excite you in some way about the following part of the magazine we internally refer to as 'the reviews section'. We could, perhaps, say "Wow!" then follow it up with "Look at all these great games!" but frankly we're getting a little bored of using exclamation marks, and we suspect you're beginning to find them tiresome too. We could try to get you excited about lead review, *TOCA Race Driver*, by using words such as "nice" or possibly even "great" to describe it, but seeing as you've probably already read the review and are only returning to this page in retrospect now you've finished the entire mag, there's no point in re-telling you what you already know. In fact, there's no point to anything any more. This isn't a reviews intro, it's a cry for help.

/ GARY CUTLACK FEATURES EDITOR



PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. Simply, if you like this type of game, you 'must buy'. Clever eh?



PSW GAME OF THE MONTH

The Game of the Month Award is what it is, the title that in PSW's opinion is the essential purchase of the month. Go and buy it now.

NEW RELEASES

THIS MONTH WE'VE BEEN PICKING OUT NEEDLESSLY MINUTE HOLES AND MAKING A BIG DEAL OUT OF ALMOST UNNOTICEABLE FLAWS IN THE FOLLOWING NEW PLAYSTATION 2 TITLES FOR OUR OWN SADISTIC PLEASURE:

PS2 NEW RELEASES

- 68 TOCA RACE DRIVER
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- 84 SLAM TENNIS
- 86 EJ CLUBWORLD
- 87 INTERNATIONAL CUE CLUB

TOCA RACE DRIVER

THE TIN-TOPS TAKE ON THE RACING WORLD – AND COME OUT ON TOP. GO RYAN! GO RYAN!

TYPE	DRIVING
PLAYERS	1-4
OUT	AUGUST
PUBLISHER	CODEMASTERS
PRICE	£39.99
DEVELOPER	CODEMASTERS
AGE	3+
SEE IT ON DVD	
/ Smoking tyres / Sliding super-saloons / Messy crashes / Nice cars, all skirted up	

FORMULA 1 SHOULD DIE. AND here's a game willing to staple the plush red lining into the coffin, chuckling all the while that under the cloth lies a padding of yesterday's tabloids. F1 sleeps forever on a bed of faded, no-longer sensational headlines – the touring cars spit on its rouged cheeks, it's sewn-into-a-grin mouth, its flattened, dried-out eyeballs. The touring cars watch the outsized coffin burn. You can all cheer now.

Art mirrors life here. Real touring car racing is far more entertaining than real F1, and *Toca Race Driver* is far more fun than the slew of F1 simulations. If you're a motorsports fan, this is the place to be. If you dream of spanging your own go-faster-striped XR3i round proper circuit instead of making do with that tedious drive to work, you're in the right place too. Codemasters has put a lot of effort into making this experience different, not just from the previous PSone games (the first *Toca Touring Cars*, its sequel and *World Touring Cars*) but from all other racers. The most obvious component of this is the story. It has one. The

intention is to draw you further into the racing world, to cast you as the race driver of the title, and in its way it works. Obviously it's nothing like as deep as, say, *Silent Hill 2* or any other narrative-based game, but the cut scenes keep you hooked nonetheless. Don't worry that it's going to do a *Metal Gear Solid 2* on you either, and bore you into submission with slow-panning epics the length (and quality) of a TV mini series. No, the travails of Ryan McKane are told in brief shots

lasting 30-50 seconds each, popping up only occasionally. You'll probably only see one every two hours or so, as Codemasters was careful not to forget why we're here: to race. Nothing gets in the way of that.

IT'S ALL YOUR FAULT

Interestingly, none of the races are fixed. Although you race against characters with some dubious intentions towards you, they're not programmed



GERMAN INVASION The DTM is like Toca, only faster. And madder.



HEAD IN HANDS Ryan's young and angry. He's got issues.



to do anything to you or to anyone else just to forward the story. That would interfere with the sport of it all, and Codemasters (rightly, in our opinion) believes that's not desirable. It also means that your performance can affect the story's outcome, although it stops short of being an alternative ending – fail in your ultimate quest to win the world championship and you see a different cut scene, but the game carries on. You can try again next season, and if and when you

prevail you finally see the proper conclusion. That's not all: it's only by winning the world title that you unlock the extra Elite mode. But more of that in a minute. Maybe five minutes. It all depends how fast you read.

RANDALL AND MCKANE (DECEASED)

And first, we'd better explain who Ryan McKane is. He's the younger brother of Donnie McKane, an already famous and successful racer. But there's

/ HE'S ENGLISH AND WEARS A GOATEE BEARD. HE MUST BE A BAD GUY! RUN AWAY! /

more than one shadow over Ryan: the pair's father, Kyle, was himself a driving ace, and many of his peers are still involved in the scene in managerial and other roles. Worse, Kyle is just a venerated memory, as he dies fifteen years before *Toca Race Driver* takes place in a controversial post-chequered flag crash cause by a certain James Randall. Both Ryan and Donnie witness it, yet they're still both racing drivers and not florists or photocopier maintenance men or something. Maybe they've got very short memories. So once the story gets going there's needle between the brothers. Suspicious accidents come calling for those close to Ryan, and a new teammate who gets, for want of a better phrase, on Ryan's tits, stirs up the proceedings. He's Nick Landers, he's English and wears a goatee beard! He must be a bad guy! Run away!

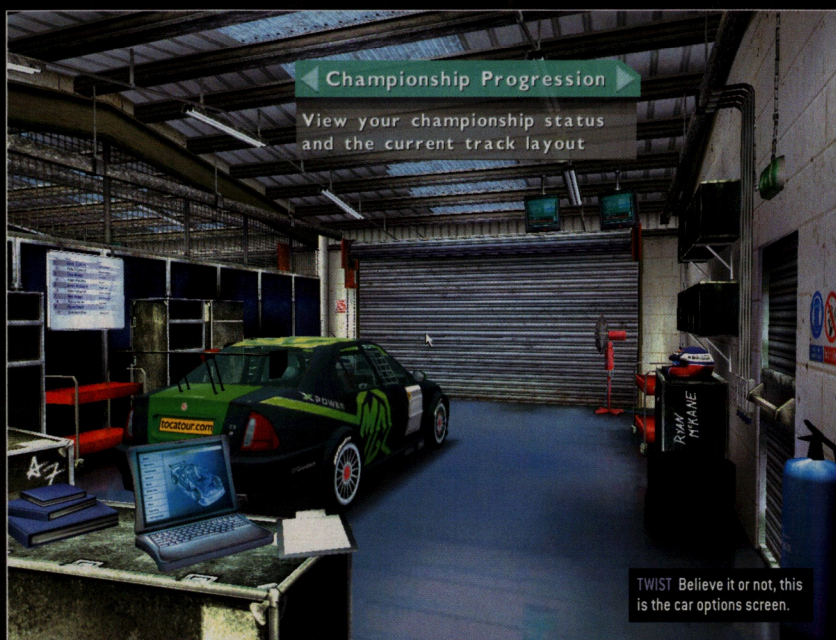
We've seen the end. We won't give it away. The story's hardly Dickensian in its incisive social observations and touching characterisations, but it's certainly entertaining. There's a fair cast of strong characters and enough cliffhanging to keep you hooked, and each scene looks, and sounds, >



BORN SLIPPIY At over 130mph, slipstreaming plays a part.



MODEL LOOKS All the car models are very sexy. Now break them!



/ THE EDGE OF THE CARS' ABILITIES IS BROAD ENOUGH FOR YOU TO JAZZ WITH THEM A LITTLE /



DA MAN Your chief is always there with advice. Almost always.

fantastic. The characters' visage animations are good enough to inspire emotions in you other than the disbelief, horror, pity and hilarity at the mangled facial ticks of many a game arouse, and the motion capture is put to good use with the rest of the human form too. Body language can say more than any words, and Ryan's attitude to life comes across more strongly with one desultory throw of a paper plane than it could in the longest diatribe. Impressive.

TOCA 'BOUT A REVOLUTION

So, that's the story, long held up to be this game's revolutionary aspect. It wisely doesn't overwhelm the game, and neither is it merely glued on top as a semi-irrelevance. Menu screens might not ordinarily be a good topic for conversation, but Codemasters has approached these with the whole concept in mind, blending the story with the underlying mechanics. So instead of the usual flat array of choices, the player finds Ryan in his fully three-dimensional office, lazing in front of his PC drinking coffee. Later on you'll see events played out in this office, strengthening the link with the racing and the characters. It's entertaining. Each object represents an option, and it perhaps works

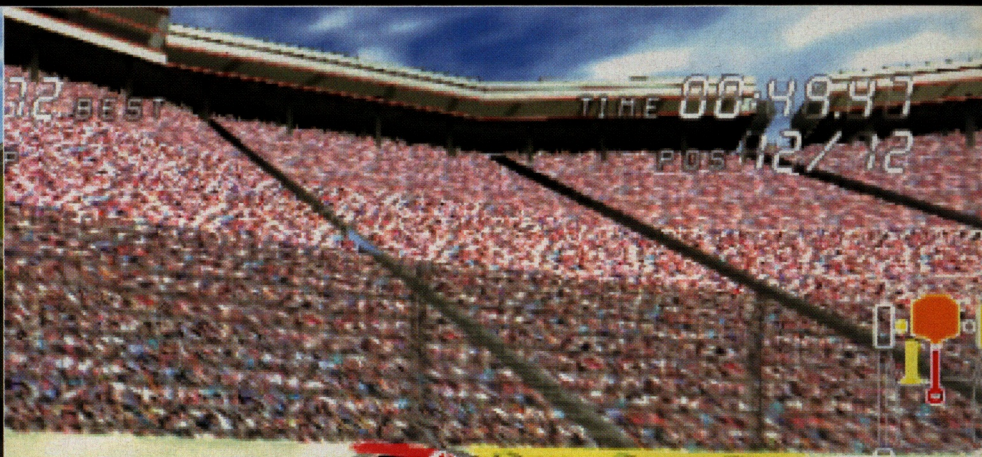
better here than in *Medal of Honor*, the game that clearly inspired it. The PC shows you your emailed offers of drives and one-off challenges; the door takes you to the anteroom where multiplayer drivers await; and the filing cabinet holds mundanities like memory card management and screen positioning, all in handwritten documents. It serves to keep you in the world of the race driver, but never lets form triumph over function. Leaving an option highlighted brings up a small help file, and it's easy to navigate everything.

Of course, all of this would be irrelevant if the core driving weren't up to scratch, but it is. In fact, it's more than that – it's fantastic. The handling is perhaps the perfect balance between arcade simplicity and complex realism, so massive drifts and desperate outraking manoeuvres are easy to start but entertaining to finish... Go flying into a turn too hot and you'll soon find it's possible to coax your car into an outrageous oversteering slide and scrape your way around anyway. Of course there's a finite limit to your corner speeds, and those gravel traps will seem almost magnetic to the careless driver, but the edge of the cars' abilities is broad enough for you to jazz with them a little. And that's a lot of what makes them fun.

Of course, the way to the fastest lap times is still to keep it all in line and take the highest speed through the middle of the corner, and you're simply not going to run out of challenges in this respect. *Toca Race Driver* is one of those rare games with feel, a feedback so instant you can almost sense the grip of the road. This has nothing to do with the Dual Shock's rumbles, and obviously there's no actual connection between you and the road. It's all down to the visuals and sound – you'll not only know when it's sliding, but when it's about to slide and by how much. The road actually feels smoother when it's wet, which is bizarre when you think about it. Then the smoke starts to pour off the tyres and the revs spool up...

MY REAR END IS TIGHTLY GRIPPED

Happily the super-light back end characteristics of previous Tocas have completely evaporated, having got gradually better since the first spin-on-the-straight version. Even *World Touring Cars* retained a fearful ability to let cars loop out with a hind-quarter tap from an opponent, but now you can mix it with all reasonable confidence. In what could be a deadly development for the dwindling concept of the gentleman driver, piling into



ARSE-IFICIAL INTELLIGENCE

IT'S THE LATEST CRAZE: GRATUITOUS CHICKS! AND THESE ARE THE MOST DISTURBINGLY REAL SO FAR!

YOU'VE SEEN THEM STANDING IN THE WAY IN EA'S *F1 2001*, you've even seen moving score girls in *Mike Tyson Heavyweight Boxing*, but now *Toca Race Driver* moves the science of shaking software buttocks that one step further on. These second generation backside animations you've ever seen – like two marshmallows fighting in a shrinkwrapping warehouse. The girls' fixed grins might well remind you more of synchronised swimmers than thinking human beings, but they do add atmosphere, and that's what they're there for. Unfortunately it's an atmosphere of wrongness... like when Frankenstein created life. It's just a bit deviant, and in his case rather smelly, especially when the septicemia set in as the rest of the body rejected the right arm. It only goes to drive home the point: there's no substitute for real girls. Now, does anyone know any?



PHWOAR!!! Melons. Peaches. And other rude types of fruit.



BIG PS2's big memory allows realistically long straights. Go!

corners and clattering a pack of cars rewards players with some addictively impressive damage. The cascading flickers of glass and solid metallic thumps are a perfect aural accompaniment to the visual chaos as panels bend, doors flap open and closed, spoilers fly off, bumpers drag and bonnets come loose. And that's just when you manage to stay on the track. Totally overdoing it can result in some remarkably realistic impacts, as straying into the deep gravel has your car ploughing straight on, its steering buried and useless. What impresses are the details – many traps aren't even flat, and launch your battered chariot several feet in the air at barely abated speed. There's none of the *Gran Turismo*-style disappointments once it reaches the Armco at an angle, either. The resulting redirection and barrier slapping can be so violent it's almost painful to watch. Impacts can even throw you back onto the track, smoking and inverted: we caused one of the biggest video game pile ups ever in just this way, taking out half the field on a super-fast straight. It was almost worth losing the race to see it.

Almost. Because, although it was our car in the way, it wasn't strictly our fault it got there. Yes, *PSW*'s unimpeachable driver was taken out in



BOUNDER AND A CAD This is Nick Landers. He's English, you know.

uncompromising style by an AI car, slammed into the barriers quite deliberately. Without doubt, *Toca Race Driver*'s fields of no fewer than 14 cars contain some of the most entertaining wheelmen yet. Too many games let their cars sit dumbly on the racing line, seemingly oblivious to how hard you hit them or how many times you pass them on the same corner. *TRD*'s drivers couldn't be more different. If you line one up for an outbraking manoeuvre on the inside, chances are you'll find them moving over to the middle of the track to block you. If you still go for it and outbrake yourself, running wide, they'll turn back in and pass you again. And if you sit on the racing line in front, brake early and expect it to stay behind with just a nudge for your troubles, you're going to be disappointed. It'll swerve round you and pass.

We even had a car cross a whole track just to try to block us out, eventually pushing us right onto the grass on the other side. These are determined bastards. But because their machines are bounded by the same physics as yours, it's fun and challenging rather than annoying. They can't mess you up and drive off over the gravel at high speed any more than you can. Anything they can do to you, you can do to them.



TOO MUCH CAFFEINE How many mugs does he need?



BEST OF BRITISH The MGs look lovely. It's almost a relief.

ZEN-LIKE STATE OF BEING RUBBISH

Drivers who prefer the model our Production Manager Mr Horgan favours, namely straightlining the traps and grass at chicanes to avoid having to drive properly [watch it – Prod. Man.] will find life difficult. Codemasters has deliberately set such obvious places to rapidly bleed your speed, so there's little or no advantage to cheating. There is, however, an advantage in trying to calm down and think your way to a faster lap time. Both brakes and throttle are fully analogue, and sensibly there's a tell tale – the horizontal line with the little red blob, underneath the tachometer – to reassure



THE GREATEST Don't underestimate the oldtimer.

you that you're on full throttle. We're grateful the developer has avoided the hardest pressures in the first place, as several driving games have appeared with throttles heavier than the real cars', and it's not fun. Normal pressure gives full throttle, while a light touch modulates the power for those important getaways. Gentle caresses of the brakes are especially useful, as a full on stab causes instant lock-up and the start of Your Final Drift. Use the feel to brake deep into tightening radius corners and kick the opposition's arses.

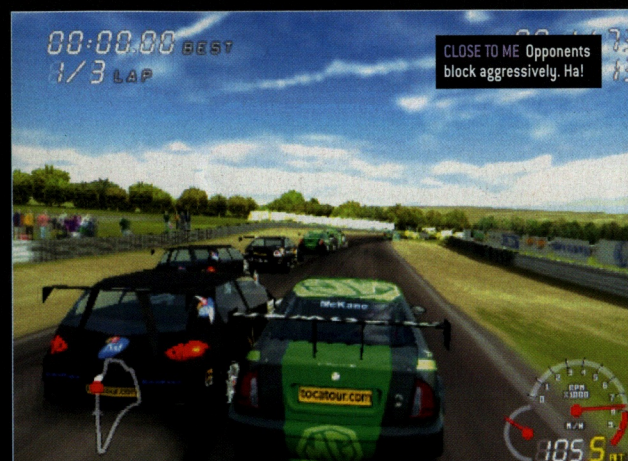
With 38 circuits to master, there are plenty – hundreds – of entertaining corners and

/ OF COURSE, DESPITE THE NAME, THESE AREN'T JUST TOCA CARS /

complexes. And with 42 cars to race on them, all with distinct abilities (not to mention obvious variations due to rear, front or four wheel drive) there's simply hours and hours of entertainment here. Even ignoring the story-based mode, this game's a toy box for driving fans. And of course, despite the name, these aren't just Toca cars. The game sports all the 2001 cars and drivers from the UK, German, Italian and Australian championships, which you might know as Toca, DTM, GTV and Avesco respectively. The rest of the drivers are fictional (although the cars aren't, of course), as there are 13 championships that need filling. What's refreshing is that you don't have to win them all to progress, so you shouldn't get stuck. In addition, if you're struggling, the email offers you subsequently receive have lesser demands attached, while ace drivers will find far more testing challenges awaiting them. It's a good way of tailoring the difficulty level without making you choose before you've even played it.

THE ONLY WAY IS ALONG A BIT

You begin in the supersports tier, where you choose from seven championships. Drivers need only 132 points from the available 360 to progress to the second tier, but before you get too blasé,



YEAH, WELL THIS ONE GOES TO ELEVEN



BIZARRELY, THE DIFFICULTY LEVEL IN TOCA RACE DRIVER GOES UP TO 110 PERCENT...

YES, IT'S TRUE. IN BOTH MULTIPLAYER AND SINGLE player Free Race mode, it's possible to ramp up the opposition to harder than hard. You can also scale the cars back to 50 percent of their abilities – or any value in between – should you perhaps be too 'tired and emotional' to cope. Four player, for the record, has no computer opposition, while two player offers up to four. If you're insane and want to make it even harder, there's always the Simulation mode handling cheat. This makes the game more like the very first super-sensitive title, although *why* you'd want to do that is beyond us. You'd have to be a masochist. It's not the only cheat either – expect codes for unlocking all the tracks, cars and general stupidity to appear as soon as the game is on the shelves. Lovely.



PHOTO FINISH Identical cars = incredibly tight racing.



realise that to score 360 you'd have to win every single race. Not easy at all – 132 works out as an average of third in each championship, and in between you'll receive offers to race one-on-one against the 'pro race drivers' and win their cars, which form fun little side-challenges among the main racing action. It's up to you in what order you select all of this, too. Think of it as a kind of racing buffet. Go on, imagine it. Mmmmm.

THE EIGHT MILLION DOLLAR QUESTION

Codemasters reckons there's around fifteen hours of entertainment in the main part of this game, although we think there's a lot more than that. Determined drivers also unlock a further Elite Championship by winning the World Championship, but it takes \$8 million just to enter – you'll need to go back and smoke some of those earlier championships in order to raise the cash. Only then can you race against 'Cannonball' Jack Johnson and become 'The Greatest', and this adds another eight to ten hours. Then there's multiplayer for up to four people, the customisable championships in Free Race mode, the replayability wrought by the sheer volume of tracks and cars coupled to the great handling and entertaining AI, the pro race drivers' cars to win...

really, it need never end. It may not look quite as stunning as *GT3*, but by God it more than makes up for it with racing. Not just driving. Racing. Racing with crashes. Racing with excitement and adrenaline. Racing with believable, organic opponents. Racing, for God's sake! F1 is supposed to be the pinnacle but it doesn't have any of this racing – tin tops are where it's at now. You won't be disappointed with this.

/ STEVEN WILLIAMS

VERDICT

PSW

UPPERS

- Tons of great cars
- Tons of great tracks
- Highly entertaining racing
- Many hours' entertainment

DOWNERS

- Occasionally unattractive graphically
- Tracks not totally precise
- Not much else bad...

GRAPHICS - Fast, detailed and smooth

9

SOUND - A fantastic array of howls

9

LIFESPAN - Potentially huge. Years of fun

9

OVERALL SCORE

Even if the story was rubbish, *TRD* would be a huge and vastly entertaining game. But it's not rubbish: snappy cut scenes make this more involving. Bottom line – the racing's fantastic.

9



DINO STALKER

FREEDOM, DINOSAURS, TIME TRAVEL, ROGUE COMPUTERS AND HOLOGRAMS COME TOGETHER IN CAPCOM'S SUPER STRANGE SHOOTER.

TYPE	SHOOTING
PLAYERS	1
OUT	AUGUST
PUBLISHER	CAPCOM
PRICE	£39.99
DEVELOPER	CAPCOM
AGE	15+

WE MENTIONED DINO STALKER'S bizarre plot back in issue 30, and after a full two months of pondering, introspective chin-stroking and management meetings, we still consider its World War 2, dinosaurs, time travel and meteorites storyline to be positioned slightly on the wrong side of the stupid fence. But then we always skip through the cut-scenes anyway, so what does it really matter?

The foremost *Dino Stalker* fact you need to know is this – it's a laugh to play. You're pretty much set free to walk where you like (within a small set

area), investigating wooden crates, shooting dinosaurs and collecting weaponry and time bonuses. And... no, that's it. The gameplay is presented at a Fisher Price level of simplicity, requiring nothing more of the player than to look at – then shoot – some dinosaurs.

Throughout the whole experience there's a clock ticking away in the top-right corner of the screen. That's your Doomsday countdown – fail to neutralise the dino threat in time and humanity dies due to some extraordinarily complex (see panel) chain of paradoxical events. A harsh penalty we're sure you agree, albeit one that encourages you to keep playing at a heady pace and make good speed with the shooting.

LEARNING TO STALK

Weapon assistance is everywhere, with rocket launchers, shotguns, crossbows, grenades and suchlike popping out of rocks, crates and

even defeated enemies. If dinosaurs are intelligent enough to carry weaponry around with them, why don't they use the guns to defend themselves? No wonder they died out if they blindly hand over rocket launchers to the enemy. Particularly impressive is the lightning gun which, if properly aimed, sends a fork of electric death arcing between every dino currently on screen. It's a pleasant and thoroughly satisfying way to massacre the irritable critters.

Particularly unimpressive is the range of monsters you face. You're up against two standard, default ground-attack dinos, which come in easy green flavour (one shot to kill) and tougher red dinosaurs. With red being the international colour of danger, this is your visual clue that these ones take three or four shots to kill and should therefore be afforded a little more respect. There are a couple of aerial attackers, a couple of water-based leaping fish things, but not much else to get dino-fanciers excited.

The bosses are a bit lacking too. The pair of T-Rexes you face early on appear on another two separate occasions as you fight through the game, with some laughably bad water-based Loch Ness Monster things making a mockery of

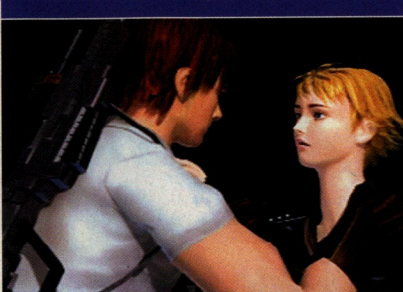


DOWN THE SHOOT Parachuting to Earth, neutralising as you go.



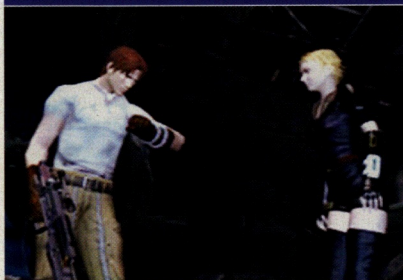
PLOT SPOILERS!

DINO STALKER'S STORY
EXPLAINED... AS WELL AS WE CAN



NO, THE YEAR "I'm not kissing you... you may be my mother".

THE YEAR 2009. A NEW ENERGY SOURCE code-named the 'Third Energy' went wrong and somehow caused a dimensional time warp. Our timeline was devastated, as was the Cretaceous period of 65 million years ago. This damage would influence the creation of mankind, so action had to be taken. The 'Noah's Ark Plan' was set up to transport the dinosaurs of 65 million years ago to a place in the future where they could survive, then transport them back to the past once the damage had been repaired. But the project went wrong so the 'Mother Computer' took control of the scheme, but hit problems too and sent the dinosaurs into hyperspace. The Mother Computer then created a 'perfect' dinosaur called Trinity to save the project – you must fight Trinity in hyperspace to make everything OK. That's creative storylining for you; well done to Capcom!



TIME TO GO "If I leave now I can get back home yesterday."



WHERE'S NEW YORK? And what have you done with time?



ARE YOU A T-REX? "Right, I'm confused now. Who is this guy?"



LICKYSAURUS The best tongue in video games. Apart from Lara Croft's.



THIS LITTLE PIGGY Use the feather duster weapon to tickle its feet. Nothing can resist that attack.



ZOOM ZOOM A sniper view is standard. All guns may use it.



NO, REALLY Pylons are there because this is set in hyperspace.

/ NO WONDER THEY DIED OUT IF THEY HANDED OVER ROCKET LAUNCHERS TO THE ENEMY/

the rubber dinghy ride. They poke their long neck out of the water, sway slightly, then bite your face off should you fail to shoot their thin necks a couple of times.

USING THE REX BUTTON

The joypad control system is a little too complex to cope with a couple of the levels. The left stick controls your left/right/forwards/backwards movement perfectly, with the right stick moving your gun's target around the screen. For the most part you don't need to use this at all, as most dinos politely lumber across the centre of the screen at some stage as if looking forward to being shot. But on the rare levels that require you to look up and down as well (like level one's introductory parachute sequence) aiming and looking around is a tough old challenge to perform well with a standard controller.

That's why it's best to use a gun. You'll be needing a G-Con 2 to play *Dino Stalker* properly, with the light-manipulating add-on increasing enjoyment by a scientifically proven factor of ten. But it's never particularly tough. Don't put it on Easy mode, or you'll blast through it really quickly and regret it. We did that. And we regret it. Learn

from our mistakes, it's what we're here for. Even when hindered by joypad control and playing on Normal difficulty you'll have made *Dino Stalker*'s challenge extinct in an afternoon, but, for reasons we're not going to elaborate on (because we don't know why) it's the kind of game you'll be going back to for those perfect A grades, just because it's fun. And that storyline? We quite like it now.

/ GARY CUTLACK

VERDICT		PSW
UPPERS	DOWNERS	
- Great fun to play with a gun	- Awkward joypad controls	
- Time travel AND dinosaurs!	- Poor selection of dinos	
- Loads of different weapons	- Looks a little basic	
- Very easy to get into	- No two-player option	
GRAPHICS	- A few pretty moments, but mostly sub-good	6
SOUND	- A good bit of dino screeching, nice voices	7
LIFESPAN	- It's short, but then it is a gun game	6
OVERALL SCORE		7
A positive 7, because it's a fun game. It doesn't look all that, it's quite short, but remains an atmospheric experience that makes great use of the gun. It's fun. And we like having fun.		

END GAME

THE BEST FORM OF DEFENCE IS ATTACK, AS HOUNDED FUTURE BABE JADE FIGHTS FOR HER RIGHT TO LIVE.

TYPE	SHOOTING
PLAYERS	1
OUT	NOW
PUBLISHER	EMPIRE
PRICE	£39.99
DEVELOPER	CUNNING
AGE	15+
SEE IT ON DVD	
/ Hideously deformed faces / Enemies caving in / The London Underground / Some... er... shooting	

OOH! AN EXCITING VIRTUAL REALITY

cyber-thriller! How very 1994. The box has got a woman holding a gun on it and those blurry scan-line effects all

over the place, there's a character called Tyler, there's an AI-gone-wrong sub-plot and a feisty female lead character who's at her most content when shooting men in suits and uncovering shadowy corporate conspiracies. Yep, *End Game* contains all of the elements that make today's



18-PINTER She's the ugliest woman in the history of video games!

video games so lifeless, dull, predictable and bland. After playing it for the best part of a day it's still not possible to think of any original or innovative features contained within *End Game*, such is the tangible sense of apathy it generates. People were not crowding round to watch, that's for sure. Compatible with either the older G-Con45 or the newer USB G-Con 2, at least you'll be able to play it regardless of your level of technological development, and here's another bit o' good news



STOP BREATHING AT ME The Underground killing spree we dream of.

for you – *End Game* plays identically to the critically loved-up *Time Crisis* series, positioning you safely behind desks, walls and chairs, and requiring the press of a button to leap out and start the murder. Plus, when you duck, Jade automatically reloads her shooter, avoiding the usual need to continually point away from the screen to fill up with slugs. It's a handy time-saving feature, especially with your playing speed taking on a great importance. The game is played with a very strict time limit governing your actions – let those guards hide behind their shields too often and you'll quickly get a game over. So hustle, it's about speed as well as accuracy.

ALL RIGHT CALM DOWN, START BREATHING

Elsewhere it's a game that varies hugely in difficulty. The default enemies are disappointingly weak, all disappearing after one shot to the head, body, leg or foot. The guys all act stupid too, with endless hordes of cops simply popping their heads up or stepping out of doorways and waiting to be shot. The leaping, jumping, spinning and moving enemies that make other gun-games like *Vampire Night* or *Ninja Assault* much more enjoyable are nowhere to be seen. It's slow-paced, standard man shooting all the way here. Frankly, it's kinda dull. Toughness and slight eyebrow-raising levels of excitement are added by boss encounters which have madmen chasing you through large sections of the game, which require constant avoidance and counter hits to neutralise. So you fly through the levels taking no hits at all, then encounter a chain-gunning boss who destroys you. It's an odd feeling. Not bad, just peculiar in the way it drastically veers between difficulties.

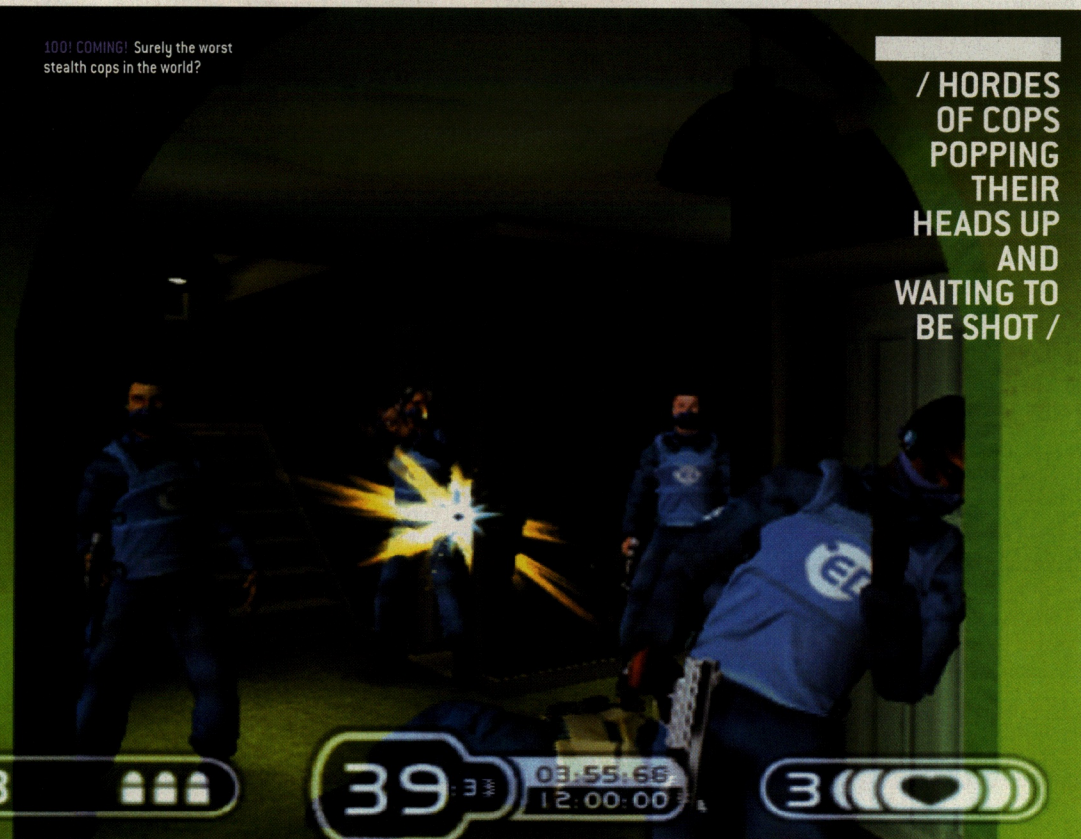
This patchy action is interspersed with some truly terrible-looking cut scenes outlining Jade's motivation to stay alive. With a face like that you'd think she'd embrace death as a way to end her daily suffering, but no, she struggles on, providing the first positive role model for really ugly ginger women in the history video games. The rest of *End Game* doesn't contain the best looking graphics



SHOT FURNISHINGS "Ikea police! Your furniture does not comply!"

100! COMING! Surely the worst stealth cops in the world?

/ HORDES OF COPS POPPING THEIR HEADS UP AND WAITING TO BE SHOT /





FRUIT 'N' FIRER Yes, you can shoot the bowl of fruit (yawn).



BLING DYNASTY Yes, you can shoot the vases (yawn).

stuff you'll ever see either. The London Underground section impresses us all, but that's probably because we see it every day as we sweat across the city's rusting tube system to work. The characters themselves look poor, with some terrible facial animations on what only just pass as faces. On the plus side it's possible to blast pretty much all of the scenery, but once you've shot one bowl of fruit you've shot them all. TV monitor screens smash and crackle like we've seen so many times before, windows disintegrate into shards, enemies pop up right in front of your face to hit you with a quick stabbing attack. It's not just a little bit derivative, it's downright copying things we've all seen several hundred times before.

CARRY ON REGARDLESS

You want longevity? Don't we all. None of us are getting any younger. *End Game* drags itself out in a couple of notable ways. Way number one is the *Mighty Joe Jupiter* section, which is so bizarre we've illustrated and explained it over there to the right in a separate panel so we may describe it in the detail it deserves. Way number two is by the old promise of different endings which kick into action depending on how well you play, and is not quite so interesting.



SHOOTING PAINS He exposed his shins. Now he will die. Amateur.

Another play-based enhancement is the "Hypermode" that activates itself should you play particularly well. Suddenly it all goes a bit *Matrix* and speeds up the enemies and their shots, requiring you to play that little bit harder and adding an extra level of difficulty to proceedings. Bonuses are hidden throughout, with a few unlockable extras adding helping stretch things out a little more, plus a few time uppers are available to you should you be finding the challenge a little too hard.

But is it fun? It's not new or exciting, but underneath the rough and unpolished surface lies a quite enjoyable gun game, albeit one that's neither big nor innovative enough to be worth throwing down this magazine and rushing out to buy immediately. A leisurely stroll shopwards, perhaps, but even then there'd be no hurry to get home and play it. If you've played any gun games before you should be able to perfectly *imagine* what *End Game* is like, therefore avoiding the inconvenience of buying it to see for yourself.

/ GARY CUTLACK

VERDICT

PSW

UPPERS

- Some nice-looking levels
- Joe Jupiter mini-game
- Plays just like *Time Crisis*
- Uses the gun. We like guns

DOWNERS

- Some bad-looking levels
- Lumpy and ugly characters
- Not particularly tough
- Pointless "cyber thriller" plot

GRAPHICS - OK levels, but poor characters and enemies

5

SOUND - Yes, it has sound

5

LIFESPAN - Some easy bits and some hard bits - all short

5

OVERALL SCORE

Easy to get into, but so short, simple and bland you'll soon be straight back out of it again. It's not bad, it just fails to offer anything new or particularly sexy. A production line game. Next!

5

END GAME'S QUITE LAME SUB GAME

TWO GAMES FOR THE PRICE OF ONE. SHAME NEITHER ARE PARTICULARLY EXCITING.

MEET MIGHTY JOE JUPITER, THE OCTAGON-JAWED SPACE HERO BELOW DEEMED not quite good enough to star in his own video game. Bundled in as a selectable freebie, this entirely self-contained (and utterly unrelated) section of *End Game* is a whole little adventure in itself. The *Mighty Joe Jupiter* section contains mini training games and a whole new alien-themed comedy blaster to thrash through, and is full of comedy voices, effects and just... niceness. So nice it seems a shame to shoot the cute little green aliens sometimes. But that's the harsh reality of war. In the 35th century. In space.

Using the same duck 'n' shoot mechanics as *End Game*, Joe Jupiter ditches the gritty cyber-reality for a green and purple Loony Tunes cartoon style. Same shooting, different levels and enemies, meaning you're effectively receiving two average shooting games for the price of one. An offer we just can't quite get enthusiastic about, but, you know, at least it's nice they upped the value-for-money element a little.

The Story bit is your usual progressive shooter, while the Challenges Zone sets you little tasks - duck shots, destroy things quickly, that kind of thing. It's fun... for a while. *Mighty Joe Jupiter* is included in the package because it's the favourite game of *End Game*'s lead character Jade, by the way. Shame she's not a fan of *Grand Theft Auto 3*.



GET OUT MORE Reading that makes us feel like life is somehow passing us by.



The evil Alien King Yik-Ik-Ikik plans to steal Professor Kink's DEADLY prototype cannon



"HANG ON, SCOOBY!"
The actual voice of
Shaggy, in your PS2!

SCOOPY DOO: NIGHT OF 100 FRIGHTS

RUNNING, JUMPING AND COLLECTING SCOOPY SNACKS.
YES, IT'S A PLATFORM GAME. YES, IT'S THE SAME. YES, IT'S OK.

TYPE	PLATFORM
PLAYERS	1
OUT	SEPTEMBER
PUBLISHER	THQ
PRICE	£29.99
DEVELOPER	HEAVY IRON STUDIOS
AGE	3+
SEE IT ON DVD	
/ Scooby jumping / Scooby eating biscuits / Scooby being scared / Shaggy being Shaggy	

IT'S NOT BASED ON THE FILM, they've used the old trick of buying up the cheaper cartoon license to make the game from. Which is good – we get the original Scooby soundtrack, the original voices from the TV series and the classic look we all know and love and never really found that funny to begin with. You leap straight into a world where "strange goings on" a lot of "mysteries" and quite a few cases of "disappearing without a trace" have been noticed in and around the old haunted Mystic Manor. Why they decide to seek the help of some unemployed youths who drive about in a van instead of consulting the local authorities is unknown. Using the Mystery Machine and the Manor as a base camp, you then set about steering

a decent representation of Scooby Doo around an array of platforming levels that are very much heading into the ordinary.

It's different from all other platform games in one way – you collect Scooby Snacks instead of gold coins. Apart from that it's gap-leaping, rope-swinging, collapsing platforms all the way, in a game featuring a total number of new ideas you could count on the fingers of a fish. At the time of going to press we had yet to discover the mine cart level, although we are certain it exists somewhere in this inspiration-barren game.

But, as usual, we're just being needlessly harsh to look all cool and hard. There are enough nice little touches in *Scooby Doo* to be able to construct a reasonable enough case for it being a decent

game. On leaving the first area, Scoob bumps into Shaggy, who pops up often for plot and comedic interludes. Seeing Shaggy carrying a frightened Scoob around is guaranteed to raise a laugh. You can stick on the stealth slippers to sneak past sleepy enemies (or put a lampshade on your head – both events trigger canned laughter from the "audience"), there are shovels for digging up extra Scooby Snacks and bonus items, plus the voices are brilliant too. All of the dialogue is spoken, the guys all sound like they're supposed to and the effects are especially nice with the old "speedy bongo" sound effect for running on the spot giving us vivid flashbacks to tea time, 1983.

It's smooth but not the shiniest or most colourful game, and were it put beside the sexier



SCOOPY SNACKS A dog wearing comedy slippers! Pure genius.



HELPING HAND Daphne keeps up the boys' spirits on the road.



"WHO TURNED OUT THE LIGHTS?" The old ones are the old ones.

BANNED!

GEEK-FAVE SARAH MICHELLE GELLAR WAS ALL SET to enjoy yet another girl-girl kiss in the Scooby motion picture. Sadly, Buffy's snog with Linda Cardellini's Velma was deemed "too saucy" to appear in a movie aimed at kids. Hopefully the deleted snog will feature on the DVD release – the kids need a few positive lesbian role models! For your information and our perverse sexual gratification we have created this artist's impression of how the kiss may have looked:

HOLLYWOOD BIGWIGS AXE LESBIAN KISS SCENE FROM KIDS' MOVIE





BLACK MAGIC Don't worry, it's all done with a slide projector, a tape recorder and mirrors.



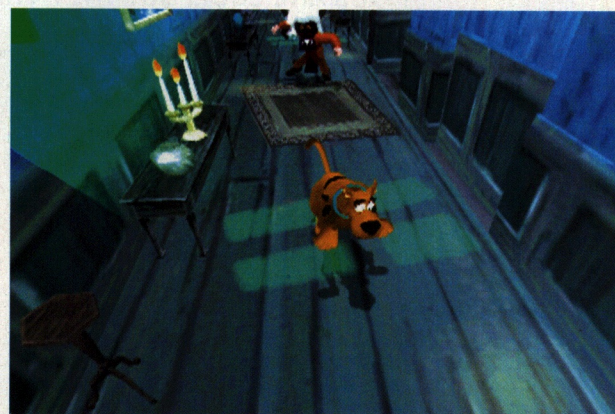
CUT TO THE CHASE Set-pieces add some variety to the gameplay.



DON'T FANCY YOURS MUCH Velma's only there to make Daphne look even foxier.



WHAT NEXT? Those are platforms. This is a platform game. That's the jump button. You work it out.



"RAGGY?" Scooby's speech impediment is intact, although not quite as authentic as Shaggy's voice.

Jak & Daxters or *Ratchet & Clanks* of this world it'd be pointed at then laughed out of town. And sadly you can't direct the game's camera yourself, so should you need to retrace your steps you often end up walking towards the camera with no clue as to where you're going. "Zoinks!" as Shaggy would probably say if asked to play a game with such occasionally awkward controls.

UNREALISTICALLY REALISTIC RUBBER MASKS

Luckily though, you never die. Mess up and you're thrown back to the last point at which the game loaded in a level, which is usually only 30 seconds or so from where you came a cropper. There are plenty of save points about the place too, but they're only really of use for when you're done



BEHIND YOU! Scary? Maybe, if you're aged six and three quarters.

/ A TOTAL NUMBER OF NEW IDEAS YOU COULD COUNT ON THE FINGERS OF A FISH /

playing and want to turn off the machine. Perhaps they're to help gamers who live in areas with frequently interrupted power supplies? Whatever – it's very easy, despite the odd awkward and annoying 3D jumping problem that'll require as many as two or three attempts to get through.

But then it is aimed at kids (presumably posh *Blue Peter*-watching kids whose parents won't let them play games with sniper rifles in). Gameplay is... must we really explain? Find keys to unlock doors, earn points to open warp gates, bounce on enemies' heads, discover new abilities to reach hitherto inaccessible areas – same as ever. But if you're six years old and experiencing it for the first time, no doubt you'd find it a lot less predictable, and dare we suggest, quite fun.



WEB OF DECEIT "But why would he want to scare everyone off?"

It's a nice game for nice youngsters. Much as we want to use the full weight of our embittered adult cynicism to mockingly tear it to shreds, we just can't. It's a sweet thing that's perfectly playable. It's a standard, developed-by-numbers platform game that will please anyone who still hasn't got bored by this kind of thing (no doubt the same people who currently watch the cartoon). But remember, it is aimed exclusively at those pesky kids. So adults beware – if you get stuck on it or even spotted playing it you'll look really stupid.

/ GARY CUTLACK

VERDICT

PSW

UPPERS

- Great original Scooby design
- Nice voices and effects
- Lots of classic locations
- Loads of easy levels

DOWNERS

- Canned laughter?
- Kid-level difficulty challenge
- It was the mansion owner all along

GRAPHICS - Not great, but chunky and recognisable enough

6

SOUND - Cool voices, spoiled only by a laughter track

7

LIFESPAN - Well, it is aimed at kids. Easy, but quite big

6

OVERALL SCORE

If you haven't seen it all before a million times you might like it, but if you have you'll find it way too predictable. It's for the young, the young at heart, and the stupid of head.

6



WHEN MISSILES GO BANG Use bombs from a distance. Or get closer to make screenshots look better.



ROAD TO NOWHERE Scenery isn't the game's best point.

FIREBLADE

F-16s ARE COOL, BUT THEY CAN'T HIDE BEHIND HILLS.

TYPE	FLYING
PLAYERS	1
OUT	NOW
PUBLISHER	MIDWAY
PRICE	£39.99
DEVELOPER	KUJU ENT.
AGE	15+

IF ONLY THIS HAD BEEN ABOUT bikes – the Fireblade is, most famously, Honda's era-defining 900cc superbike. The name comes from a literal translation of the Japanese for lightning, and used on that bike it's apt. But this is about helicopters. And does the name fit? Not really. Wonder what the literal translation of the Japanese for 'blustery showers' is?

You get two helicopters, in fact, and neither of them is called a Fireblade. That's the madness of war for you. Your main weapon is the Vendetta, a light (relatively) manoeuvrable gunship, while your heavier backup is the Talon. Interestingly, the Talon



AND ANOTHER! An explosion, yesterday. Well, about a month ago.



PURPLE BEACON That's it, glow up in the night sky, then attack! They'll never see you coming!

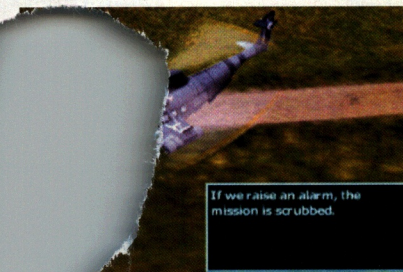
has the ability to become almost transparent in stealth mode, although frustratingly, troops still seem able to see it from bloody miles away. A see-through helicopter crouched behind a tree should be hard to spot, we say. Stealth missions are only occasional tests between the more general blasting missions, it's true, but they do cause something of a hiatus – your chopper can only creep with interminable slowness while cloaked. The EMP cannon helps, at least, by letting you disable enemies with an electric pulse instead of blowing them up and giving away your position. Their comrades don't seem to notice that they've stopped moving and started fizzing.

The bulk of it is proper face-to-face killing, however, and a lot more fun. Enemy jeeps, tanks and infantry all scurry about the large, hilly landscapes with impressive verve – blow up a watchtower and the surrounding vehicles immediately escape to warn the next lot – and everything can be smashed. Even the trees and the wildlife can be blown up and burnt down...

Exploded enemies frequently render useful pickups such as stealth and fresh rockets, which should tell you this is a pretty arcadey experience. The helicopters' handling fits the bill here too, although neither is particularly satisfying to fly. Mostly it's the fault of the camera, which can even lose your bird completely should you get too close to a mountain (those hilly landscapes often serve to cramp you onto a set path), and targeting seems to depend as much on altering your altitude as the aircraft's attitude. But the restricted nature



SCOPE-VISION Don't confuse it with the cigarette lighter button.



If we raise an alarm, the mission is scrubbed.

CLAUS! Mission Control offers an excuse to finish early.

of some levels is unobtrusive in the main, leaving the game with an impressive feeling of space. The stodgy flight model dampens the excitement somewhat, however.

Although there are some entertaining touches, there are many annoyances – tedious stealth missions, enforced autopilot journeys if you stray too far, leaden manoeuvring weighing down the firefights – and few moments of wonder. Yes, you can shoot the legs off the tiny men, but only the most churlish would pay £40 just for that. The real deal here is some solid navigating through some occasionally flaky missions, and if you're a fan of these things, you'll be able to extract some fun. For everyone else, *Dropship* is a far better bet.

/ STEVEN WILLIAMS

VERDICT

PSW

UPPERS	DOWNERS
- Kill almost everything	- No Fireblades in it
- Lots of moving targets	- Solid but uninspired control
- Fly invisible choppers	- Stealth missions are dire
- Amusing guided missiles	- Not as sexy as real 'copters

GRAPHICS	- Smooth and reasonably detailed	7
SOUND	- Choppers chop, speakers speak. Unremarkable	6
LIFESPAN	- Stealth missions could stop you cold	7

OVERALL SCORE

It's not in a particularly overcrowded genre – Eidos's *Thunderhawk* and Sony's *Dropship* pretty much cover it – but still it doesn't really stand out. This is for real chopper fans only.

6



MEN IN BLACK 2: ALIEN ESCAPE

FORGET ALIENS, OUR GOVERNMENT NEEDS TO ESTABLISH A TASK FORCE TO PREVENT GAMES LIKE THIS BEING MADE HERE ON EARTH.

TYPE	SHOOTING
PLAYERS	1
OUT	NOW
PUBLISHER	INFOGRADES
PRICE	£39.99
DEVELOPER	MELBOURNE HOUSE
AGE	3+

THERE'S NOT A LOT TO SAY ABOUT

this game. You pretty much just run about in circles shooting things. Any further explanation is unnecessary and just a waste of everyone's time. If running round in circles gets a bit too much for you, it's also possible to shoot while running left and right thanks to the game's use of two shoulder buttons to sidestep attacks. It also seems technically possible to walk forwards and backwards while shooting things, but that's for advanced players only. We'll be dealing with that in the 64-page expert *MIB2* players guide coming free with next month's issue.*

To make the gameplay process a little more exciting we find it helps to be thinking about something else while playing – what you're going

to have for dinner tonight, or perhaps what might happen were you to bump into a drunk and confused Kylie Minogue in a London nightclub. Because this is an extremely simple shooting game that only requires the use of two percent of your gaming brain.

The level structure doesn't mask any hidden depths, either. Shoot all of the aliens in a particular area and the barrier obstructing your progress magically disappears. In a puff of smoke. Enemies are constantly teleporting in afresh too, so just when you think you're through a dull section of blasting a whole new wave appears. So you start all over again. Then, as if the game is laughing at you, you may come across a corridor into which an enemy teleports at both ends, or perhaps a group of six enemies will appear behind you and pummel

your arse. It's impossible to avoid taking hits – the sure sign of a shoddy game.

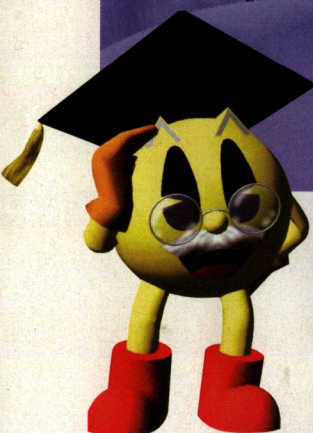
After five minutes of playing *Men in Black 2* you've already seen the sum total of what it contains, and you've already become bored. Level one throws you into a warehouse down at the docks and requires you to "clear the area of alien scum". You may as well just play this one level endlessly, as others follow an identical pattern. Small children may gain enjoyment from such a simple game, but here at PSW we would advise against raising a new generation of gamers on such simplistic, excitement-free mush such as this.

/ GARY CUTLACK



VERDICT		PSW
UPPERS	- No no no no no no no no - No no no no no no no no - No no no no no no no no - No no no no no no no no	DOWNERS - Unbelievably simple - Unbelievably repetitive - Looks ropey and angular - Not the 'real' film actors
GRAPHICS	- Lots of square brown things	3
SOUND	- Looping tunes, awful dialogue, general badness	3
LIFESPAN	- You'll bore of it within ten minutes	3
OVERALL SCORE		3
Were this not the sort of publication that could be read by children, we'd launch into a barrage of four-letter words right now. It's boring and old fashioned – <i>The Songs of Praise</i> of PS2.		

* Not actually true. Mums: don't write in next month demanding your son's copy.



PAC MAN WORLD 2

IT'S THE RETURN OF THE PAC, AS THE ICONIC YELLOW PILL MUNCHER REAPPEARS WITH A NEW SOLID LOOK.

TYPE	3D PLATFORMER
PLAYERS	1-2
OUT	AUGUST
PUBLISHER	SONY
PRICE	£39.99
DEVELOPER	NAMCO
AGE	3+
SEE IT ON DVD	
/ Updated 3D Pac-Man remix / Eat pills, chase ghosts... / You know the drill by now / Please tell us you do...	

WE KNOW WHAT YOU'RE THINKING.

It's just another one of those lazy rehashes where they bolt a decrepit old gaming has-been onto a mediocre, generic platforming engine and hope we're all gullible nostalgic idiots, right? Well just this once you'd be wrong, big time, as were we. In endeavouring to save you from shelling out your hard earned cash on dismal retro crud like *Frogger* we've had to endure numerous pitiful playing experiences, so we weren't really looking forward to this, which makes our rekindled fondness for Mr Pac Man all the more refreshing.

The secret to Pac Man's successful re-entry into the world of gaming is Namco's ability to meld everything that we remember and love about the

original classic with fresh new ideas and innovation. The entire design of the game constantly hints at the Pactser's mazy roots but in a cunningly subtle fashion.

Health replenishment is achieved by munching the long lines of pills strewn across each area. Ghosts are still your meddling adversaries and special pills can still be found to send them scurrying off in the opposite direction before you get hold of them. However, it's no longer just a matter of clearing one maze before moving onto the next identical level. This time Pac Man inhabits a fully 3D world in true *Jak & Daxter* fashion and success isn't merely a matter of locating every pill in the place like an undercover copper at an Essex nightclub.

Just like most other quality platformers it's all about working your way through each area with a combination of joystick dexterity, well timed leaping and a judicious amount of exploration for... yes you've guessed it – coins and fruit. However, weeding out every craftily hidden coin is considerably more rewarding than your usual 'reach the magic 100' goal.

This time you get to unlock some of Pac Man's classic games of yesteryear (see Pills, Pizzas and Ghostly Visions panel). Surprisingly they've aged pretty well with the original *Pac Man* still providing a stern challenge and possessing that unique ability to entice you back again and again. It's a

clever use of the *Pac Man* heritage and one which keeps you playing long after you've finished the main single player quest.

So, the main quest then. Once you've removed the two fingers from your throat, having been subjected to the childishly contrived tale of demon Spooky who can only be imprisoned by collecting the "golden fruit" which the mischievous ghosts have nicked, you can start to enjoy some satisfyingly polished gaming. The 18 levels in *Pac Man World 2* are crammed full of platforming clichés and staples, but everything is achieved with an accomplished sheen of class and subtle invention.

YOUR PILLGRIMAGE

Forest levels, swimming underwater, bottom bouncing, and regular boss battles are all resurrected from the dusty tomb marked Mario, Sonic, Crash and friends. But when it's all injected with such charm and quirky style you can't help but get sucked in and thoroughly enjoy the harmless distraction of it all.

Initial generic leaping from platform to platform gives way to launching yourself off bounce pads through a forest and then turns into in-line skating before letting you loose in a submarine loaded up with missiles. Throughout you'll discover numerous references to Pac Man's past with novelty ghost chases, mini mazes, and even a selection of bonus



GHOST TOWN Ready Brek pills give you that radioactive glow.

PILLS, PIZZAS AND GHOSTLY VISIONS

SIX GAMES FOR THE PRICE OF ONE. IT'S RETRO HEAVEN.

// DID YOU KNOW THAT PAC MAN STARTED OUT LIFE as an animated pizza with a slice cut out for his mouth? It was only because of the technological constraints of the time that he ended up being a flat yellow circle. He's also based on a Japanese folk hero called "Paku" who's known for his appetite, while "Pakupaku" means to flap one's mouth open. Why are we telling you this? Because *Pac Man World 2* contains a gaming history of the yellow fella, which can be accessed by popping into the arcade in Pac Village.



IT WON'T WORK Collect tokens from the main game to play.

// COLLECT ENOUGH TOKENS, CRAFTILY HIDDEN away within each level, and you'll gain access to one of four retro versions of previous *Pac Man* games. The original *Pac Man*, *Ms Pac Man*, *Pac Mania* and *Pac Attack* are all available for your nostalgic pleasure, although unfortunately the 'quite good at the time' *Pac Land* is nowhere to be found. The original *Pac Man* has aged pretty well and is still as addictive as ever, while *Pac Attack* is yet another twist on *Tetris* with falling Pac Men wiping out any ghosts.



AS IT WAS THEN Kids: your dad was once impressed by this.

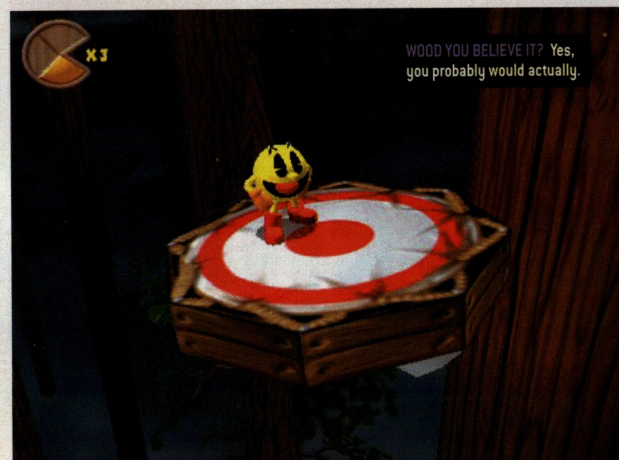
// AND IF THOSE RETRO CLASSICS AREN'T ENOUGH, you can also unlock a selection of updated *Pac Man* levels. Presented in pseudo 3D they stick to the old maze format but add brighter colours and prettier graphical touches. They make exploration in the main adventure more appealing as these levels are usually unlocked by venturing quite a bit out of your way. Once they've been discovered you can revisit them at the amusement arcade.



AS IT IS NOW Basic gameplay, monotone ghosts, powerpills.



IT'S THE LAVA LEVEL. And we didn't even write 'flame grilled' in the caption box... D'oh!



WOOD YOU BELIEVE IT? Yes, you probably would actually.



YELLOW BELLOW Eating more dots than Eastenders' Jim Branning.



PILL COMMUNICATION It's the only language he understands.

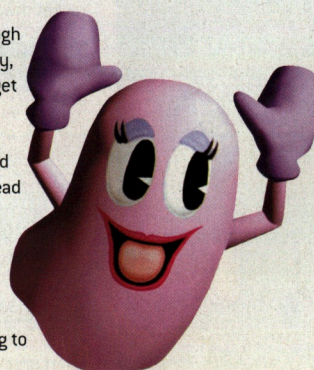
games that give the original 2D *Pac Man* game a lick of PS2 colour and style. The draw of the old maze games is short-lived, but still evident.

Even *Pac Man*'s animation, when you leave him alone for a bit, has benefited from some amusing work with him juggling pills, humourously amusing himself and eventually nodding off for a bit of a kip. The only major disappointment with *Pac Man World 2* is that it's all over so quickly.

The game never rises above mildly challenging, which is good for the life of your joypad, but doesn't help the pretty short lifespan of the main adventure. The retro games and the modern maze updates help to provide some replayability, but overall the entire game could probably fit into a couple of *Jak & Daxter*'s levels.

The camera isn't perfect either. Although you have the ability to control it manually, there are times when you'll struggle to get a decent view of what's coming up with the camera getting stuck behind the scenery or unable to pan around. The odd awkward camera perspective can also lead to quite a few mis-timed jumps and untimely deaths. But the camera problems are so infrequent that it really is a trivial point. You'll be enjoying yourself so much with a bout of pure escapism that you'll be more than willing to forgive a few errant camera angles.

/ THE ONLY MAJOR DISAPPOINTMENT IS THAT IT'S OVER TOO QUICKLY /



VERDICT

PSW

UPPERS

- Bonus retro classics
- Traditional concepts
- Heaps of replayability
- Clever ideas and variations

DOWNERS

- A little brief
- Some dodgy camera angles
- Progression is very linear
- Bored of *Pac Man* yet?

GRAPHICS - Cute and colourful. Just how they should be

7

SOUND - Nice use of the old traditional sound effects

7

LIFESPAN - Ignoring the bonuses it's all over too quickly

6

OVERALL SCORE

At last, a retro revisit that isn't just cashing in on nostalgic popularity. It's not as good as *Jak & Daxter* but definitely a class act, and one that will find more fans in younger gamers.

7



SLAM TENNIS



HAVE WE FINALLY GOT THE PS2 ANSWER TO SEGA'S SUBLIME VIRTUA TENNIS?

TYPE	TENNIS
PLAYERS	1-4
OUT	AUGUST
PUBLISHER	INFOGRAMES
PRICE	£39.99
DEVELOPER	INFOGRAMES
AGE	3+

DON'T KNOW WHO THIS 'SOD'

character is, but his law can be a right pain. You know the feeling. Just when you're safely ensconced beneath the security blanket of a relationship, with a real girl, those tempting minxes appear out of nowhere to mess with your fidelity and tease and entice when you could really do without the temptation. Where were they all those countless nights when you had to trudge home with a kebab in one hand and someone else's beer stained jacket in the other? Why didn't they find you so tempting all those months ago when you desperately tried to reassure yourself that you weren't going to go blind from all those lonely nights in front of the telly? It's the same with tennis games on PS2.

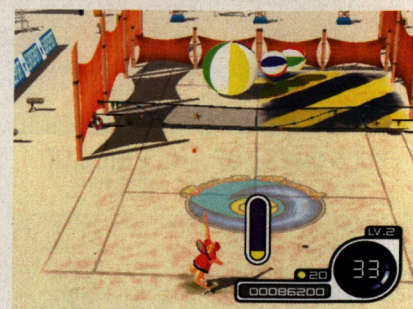
We had to wait ages for our first taste of strawberries and cream on PS2. Then in the space of a couple of months we had one tennis title after another. Admittedly *Centre Court Championship Tennis*, *Pro Tennis WTA Tour* and *Next Generation Tennis* were more Jeremy Bates than Tim Henman, but *Smash Court Tennis* was something well worth devoting an obscene amount of time to. Now, just when we've got to that intimate stage with the controls and nuances of the juicy *Smash Court*, *Slam Tennis* turns up.

The minute we slipped the slender *Slam Tennis* disc into our PS2, fellow PSW *Smash Court* players were casting furtive glances towards this new challenger. So easy to get familiar with and so difficult to leave alone, it was immediately apparent that we had a new object for our affections. Maybe even something to finally stop us harping on about *Virtua Tennis* on Dreamcast, until now the absolute pinnacle of video game racket thwackery.

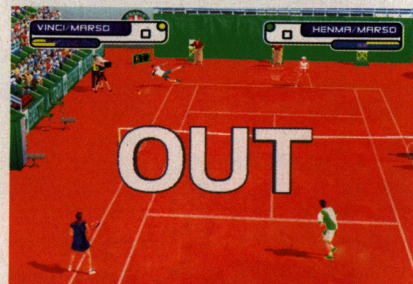
BLAME IT ON THE BASELINE

Depending on where you're positioned on the court, your player will twat the fuzzy yellow ball in a particular fashion. Return from the back of the court and he or she will have time for a powerful ground stroke, but get too close to the net and all they're capable of is a straightforward defensive block. Of course this also depends on your player's ability. Tim Henman will be lethal at the net whereas Kafelnikov is more effective when glued to the baseline.

Unfortunately Carlos Moya, Carlos Ferrero, Arnaud Clement, and Magnus Norman are the only



IT'S BALLOON TIME Gotta pop them all before the time runs out.



TANTRUM AVOIDANCE Tight line calls are shown in slo-mo replays.



ROLAND GARISH They won't get into Wimbledon with those colours.



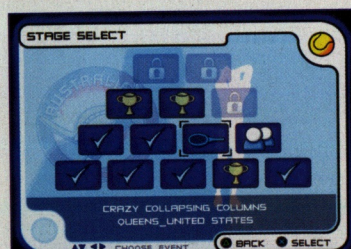
NEW YEAR'S EVE IN WIMBLEDON Another distracting mini-game.



PURPLE POWER Different courts don't affect things dramatically.

A NIGHT IN WITH THE GIRLS

BIT OF A KOURNIKOVA? DON'T WORRY. EVEN WITHOUT ANY FRIENDS THE SINGLE PLAYER GAME WILL KEEP YOU BUSY WITH A VARIETY OF CHALLENGES.



★ SET UP ★

The single player championship is split into four stages based on the grand slam nations. Only certain players can be selected in each, forcing the player to master a variety of different playing styles. Completing different challenges grants access to further rounds and extras including costumes and street courts.



★ TOURNAMENTS ★

This is your basic tournament style Grand Prix. Battle your way to the final through a number of rounds (the further you are into the overall championship the more rounds you face). With no ability to save during the rounds it's pretty tense, with one defeat meaning you have to battle all the way through again.



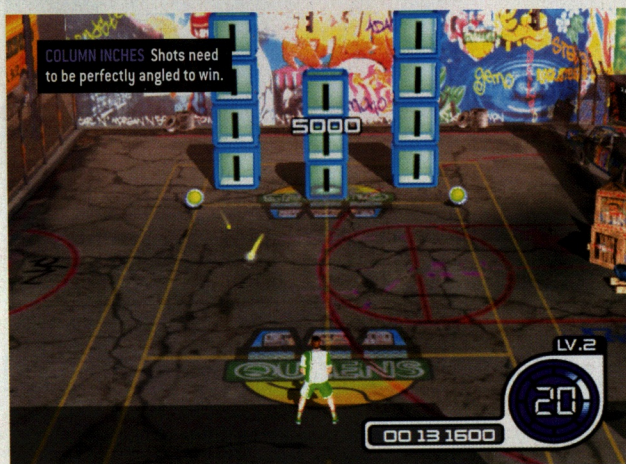
★ CHALLENGES ★

These are one-on-one matches in which you're set various tasks in addition to actually winning the games. For example, you may have to perform two ground stroke winners, or score with three volley winners. It's another way that the game forces you to expand your skills, not just relying on your strongest types of shot.



★ TARGET PRACTICE MINI GAMES ★

You can select these novelty games from the main menu. In general they take the form of target practice, with you aiming automatically-served balls at hoops and bricks. Think of them as Tetris on a tennis court and you'll have some idea of what to expect. Continued success leads to faster and more demanding challenges.



other pro players to feature in *Slam Tennis*. That's right, there's no Agassi, Hewitt or Sampras but more significantly no Kournikova, Hingis or either Williams. Even though they're just little computer characters, there's something strangely pleasurable about making Kournikova jiggle about all over the court in other games. Here you'll have to make do with a load of female nobodies, although Fontana, the teenage Italian talent with very quick hands (so the description informs us) sounds promising.

Every facet of *Slam Tennis* is geared towards having as much fun as possible. When players dive for the ball they perform lightning quick recoveries that sprawling Italian defenders would be proud of. They're straight back on their feet to receive the next return. Serving, on the other hand, has been raised to an art form. Aces are hard enough to be incredibly satisfying when you get it right, but easy enough to achieve without needing to corner Goran Ivanisevic for some tips.

/ SERVING HAS BEEN RAISED TO AN ART FORM – ACES ARE INCREDIBLY SATISFYING/



The more you play and experiment, the more you'll discover about the little nuances that can mean the difference between a tie break defeat and a Grand Slam success. This extends to every single competitor in the game. Each one has a unique style, so it can take quite a few humiliating defeats for you to uncover the chinks in their game. As the opponents get harder and more cunning, matches become incredibly strategic. And if that fails there's always the powered special to throw a bit of a spanner in the works just when your opponent is least expecting it.

MAKING A RACQUET

Every player has a power bar that gradually fills with every impressive shot you attempt. When it starts flashing you can unleash a special shot (signified by the ball turning into a glowing sphere) that rockets across the court faster than a Sampras slam, or drop like a stone over then net. They're not unreturnable but it takes tremendous anticipation to reach them in time.

It's an added ingredient that makes multi-player *Slam Tennis* one of the best multi-player PS2 experiences. Only *PES* and *TimeSplitters* have caused more orgasmic cries of dismay to emerge from Gary's usually reserved mouth. Even Production honcho Tony has been heard extolling the virtues of serving tight to the sideline and then

returning with a cross-court ground stroke for a quick fire winner. And he still thinks they play with wooden rackets. With a multi-tap, the combination of inter-team banter, bitching and competitive goading makes for some great group moments.

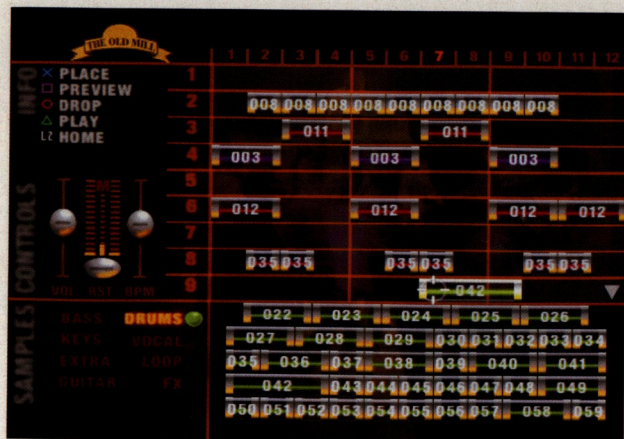
Slam Tennis is the only tennis game on PS2 that could take Sega's classic *Virtua Tennis* to a fifth and deciding set. Ultimately it loses out because of a slightly inferior single player challenge and less polished visuals. Even so, it's by far the most fun you'll have with girls in short skirts on PS2.

/ MIKEY FOLEY

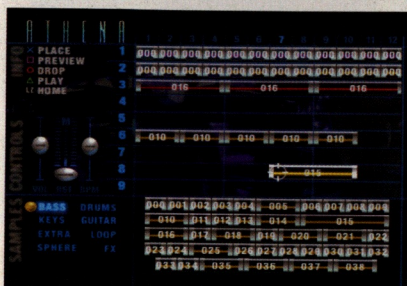


ON A PLATE The ladies have less power but they're nimble movers.

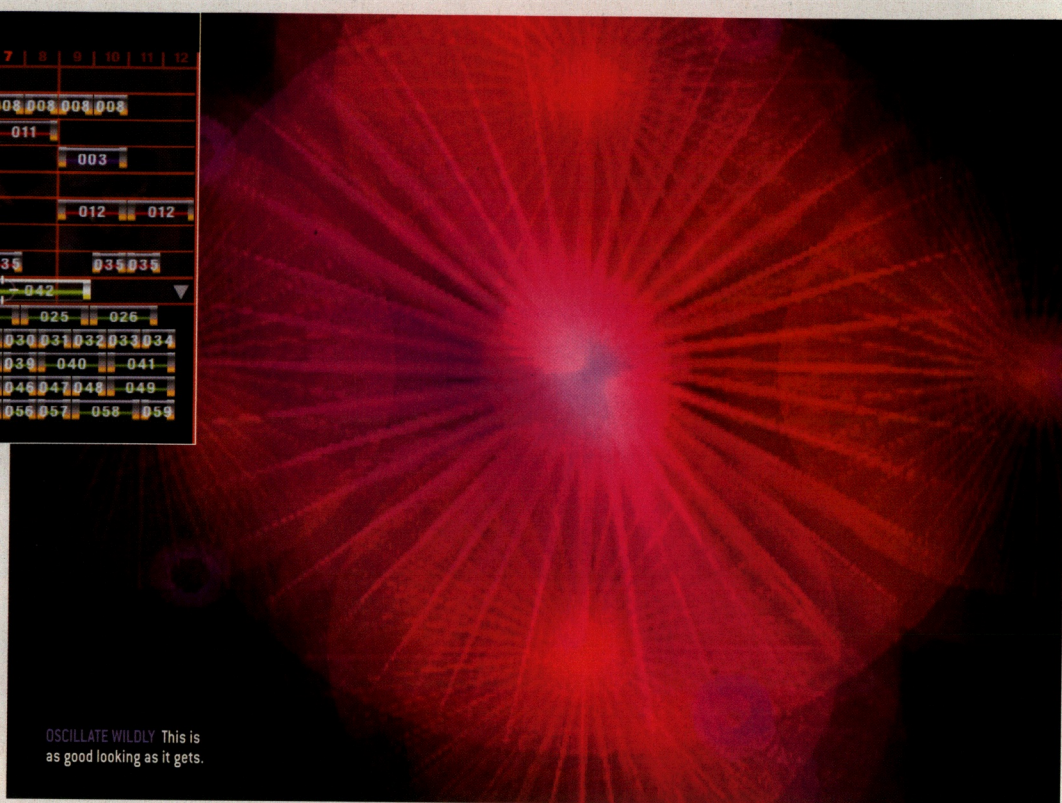
VERDICT		PSW
UPPERS	DOWNERS	
- Variety of playing styles	- Small number of real pros	
- Fantastic multi-player fun	- Unspectacular characters	
- Imaginative street courts	- No Kournikova or Hingis	
- Novelty bonus games	- Sometimes unfairly hard AI	
GRAPHICS	- Not spectacular but nicely animated	7
SOUND	- Authentic thwops and cheers, lifeless umpires	7
LIFESPAN	- Good in single player, best in multiplayer	9
OVERALL SCORE		8
Not quite as good as <i>Virtua Tennis</i> but easily the best racket-based entertainment on PS2. Shame about the lack of big name characters, but there's plenty of multiplayer life in it.		



STAT MANAGER '02 It's not the best game to illustrate in pictures.



HEY, BAD-LOOKING Another boring shot. But you should hear it!



OSCILLATE WILDLY This is as good looking as it gets.

EJAY CLUBWORLD

MAKE HOUSE MUSIC ALL NIGHT LONG WITH THIS PS2 TECHNO TUNE CREATION TOY.

TYPE	MUSIC CREATION
PLAYERS	1-4
OUT	NOW
PUBLISHER	EMPIRE
PRICE	£39.99
DEVELOPER	EJAY / UDS
AGE	3+

OUR COMPLAINT FROM ISSUE 30'S

preview has not been rectified — there are still no dancing girls in *Ejay Clubworld*. Sadly, having checked the guidelines and PSW's "brand promises" it appears we are not allowed to criticise the game because of this one irrelevant flaw. So, music creation. How's it work and is it any good?

In this case dance music is all made by just pressing a few buttons on a computer, with a real recording studio's nine million knobs reduced to PS2's eleven buttons and three direction pointers. Our review copy didn't come with a manual. Turns out we didn't need one, as *Clubworld* requires only a dad-level of gaming skills to operate.

Holding down R1 switches between active windows, letting you select sound sets, preview them, then drop them onto the sound grid. Pressing triangle plays your tune, a further press

of X deletes any incorrectly placed sounds.

Besides a few backstage effects and utilities to twiddle, that's just about all you need to know.

The game rarely struggles, no matter how much you ask of it, only faltering should you decide to throw in ten simultaneous basslines. No one wants ten basslines going at the same time, not even The Prodigy. The boxy, grid nature of the sound layout screen sometimes has your creation abruptly switching from one sound to another, but with enough slight variations of each sample it's possible to make some nice transitions.

LAST NIGHT A DJ SHAVED MY WIFE

Funny places these nightclubs. Play a Westlife record when there's a strict S Club crowd in and you'll be lucky to escape with your life. That's why each set of sounds here is contained within a real life club that mirrors its tastes. Drum & bass in London's The End, techno in Germany, trance in Ibiza and so on. Sadly, the Abba tribute night at The Venue in New Cross is not included, but there's enough raw material here to entertain for years.

This huge variation makes *Clubworld* ideal for convincing elderly relatives that all dance music

doesn't in fact sound the same, with 10,000 samples spread across the game's eight genre-themed clubs. It also has a basic but extremely responsive video mode. Play a track, then press left or right to cycle through the patterns. Some are better than others at representing rhythms, but even the worst ones are very good. Stick on a simple kick drum and an acid bass sound from the Amnesia trance selection, then switch to video made and enjoy pulsating sound and rhythm. It's the best sound/visual synchronisation we've seen.

There's nothing to not like about the game. *Clubworld* has a simplicity and pick-up-and-play-ness that's unequalled in these kinds of music maker games, and is packed with more rippling cool sounds than Pete Tong's imagination. Pick it up, and before you know it a huge chunk of your life has disappeared, along with most of the space on your memory card. And as you all know, a full memory card is the sign of a contented gamer.

/ GARY CUTLACK



SO MANY KNOBS, SO LITTLE TIME Bottom-right are the samples, top-right the track. Go create!



THE JAM Four people, four controllers, a whole load of noise.

VERDICT

PSW

UPPERS

- Huge selection of sounds
- Very easy to learn and use
- Cool pulsating video mode
- Interesting four-player jams

DOWNERS

- Not many tweaking features
- Sad lack of dancing babes
- Looks a bit dull
- No retro-futurist 80s sounds!

GRAPHICS - Simple, but always effective

6

SOUND - Boof-boof-chaka-chaka-wing-wing-BOOM!

9

LIFESPAN - A virtually infinite number of sound combos

8

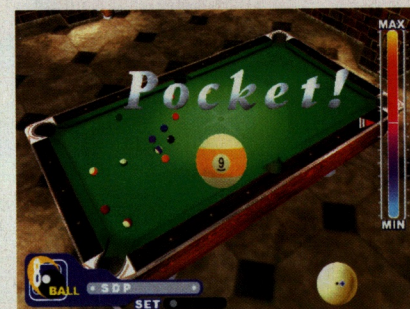
OVERALL SCORE

It's varied, easy to use, sounds great and comes with a brilliant video mode that entrances viewers immediately. Anyone can have a whole lotta fun with this. Even you, dad.

8



PUZZLER The main puzzle being, how did this guff get made?



WOWZER! That screen spazzing means you've got one in. Christ...

INTERNATIONAL CUE CLUB

GOT ENOUGH TO GET A ROUND IN? THEN YOU'VE GOT ENOUGH FOR THIS. MINE'S A PINT.

TYPE	POOL
PLAYERS	1-2
OUT	NOW
PUBLISHER	MIDAS TOUCH
PRICE	£14.99
DEVELOPER	TAKARA
AGE	3+

SEE IT ON DVD

- / Long wooden staffs
- / Multi-coloured orbs
- / Felted tables in green
- / Nice action...

DAMP, ULTRA-GELLED BARNET.

Ted Baker day-glo shirtery. Box-fresh Reebok Classics. And a perma-snarl like someone's taken a tin opener to

his lips. Such is the image of your text-book, Johnny average, UK pool population. So for those upstanding types who enjoy a stroke of the baize, but don't appreciate the company of society's ordure, the options are few. That must have been the thinking behind the inclusion of this fat-free, no-frills pot 'em up in Midas' new pauper's range.

For your 15 quid you do get a surprising amount of options. One or two player games of 8-ball, 9-ball, rotation, one-pocket and others, with the chance to alter the skill, intelligence, concentration and luck factors. There's also Carom, a pocketless table, where the object is to simply try to hit as many balls with the cue ball as possible – there are numerous variants of this too. The main dish,

one would assume, is the Career mode. Here you're presented with a cartoonish rendering of David. David, resplendent in white Miami nice floppy jacket and medallion, is evidently your first opponent. "I'll show you how to work the tables", Dave threatens, but in a non-verbal text-printed-in-a-speech-bubble way. Remove the piss-poor attempts at characterisation and you might as well be playing a single game against the computer.

SINK THE PINK, SCREW BACK FOR THE BROWN

There's also a puzzle section. 25 tables, designed by a madman (flower shapes, geometric hooliganism, you get the idea...) and you have to pot certain balls, in a certain amount of shots. It's like you've gone to heaven and John Virgo's God.

Graphically it's among the also rans; functional rather than frivolous. You've got a table, some balls, and a hovering cue (no attempt has been made to

offer a pseudo-sleeve). But, impoverished as they are, they work, and this teamed with perfectly acceptable ball physics and that lengthy roster of options makes this a reasonable alternative to three packets of fags. It's not terribly exciting though, pool and snooker never are when transposed into Videogameland. Plus of course you've got to remember that pool's primary function is to let horny guys down the pub attempt a little lady-impressing by belting the ball as hard as possible. Thus it follows that unless you have a steady stream of classless, pock-marked blondes in inappropriately short skirts clacking through your front room, then, really, what's the point?

/ STEPHEN PIERCE



ALSO IN THE MIDAS TOUCH RANGE: LAKE MASTERS EX

An appalling piscine-snaring venture which almost completely removes skill from the equation, proffering instead an arbitrary use of the phrase 'fish on' and manic reeling. Worst graphics this side of an Oric Atmos. 2/10

AND THE REST:

- Dynasty Warriors II 7/10, PSW #11
- Penny Racers 2/10, PSW #22
- Robot Warlords 3/10, PSW #18

VERDICT

PSW

UPPERS

- Perfectly playable
- 15 spones and it's yours
- Heaps of options
- Er... did we say it's cheap?

DOWNERS

- V-average graphics
- Ersatz jazz soundtrack
- Soulless Career mode
- Bit boring

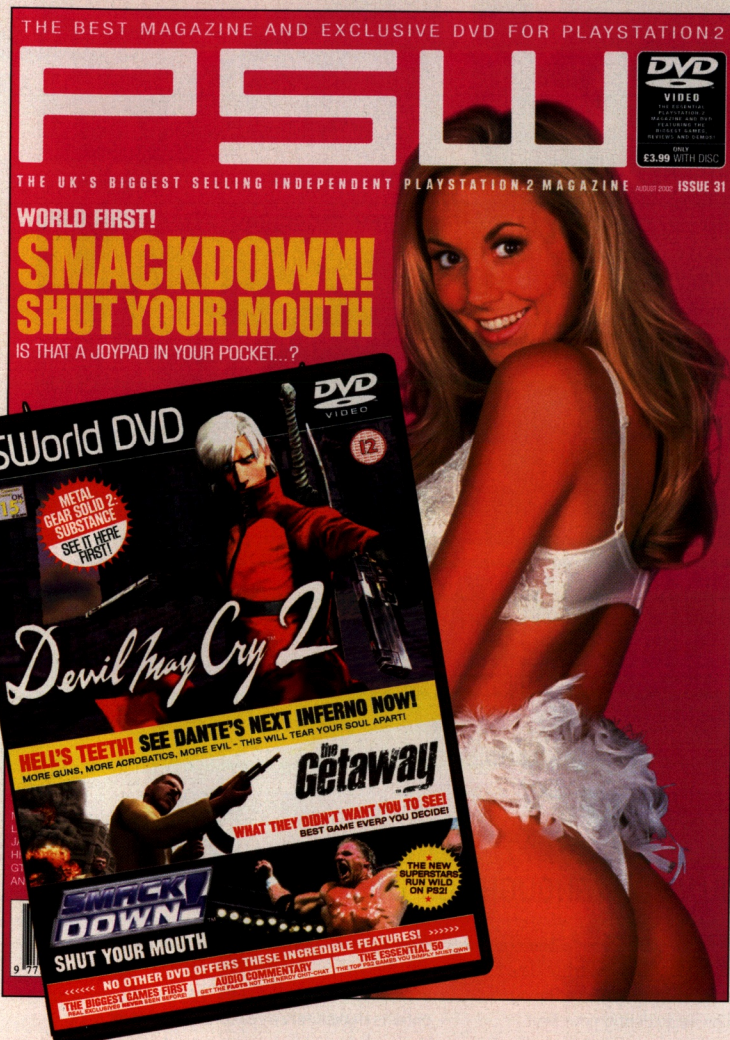
GRAPHICS	- Not strong. Functional, but unimpressive	5
SOUND	- Hellish elevator funk. TURN! IT! OFF!	3
LIFESPAN	- You'll soon tire of the continual cue-poking	4

OVERALL SCORE

Table ball games don't work that well on a TV screen. And this is very much pool-lite, lacking the polish of a modern PS2 title. But then what do you want for 15 sheets?

4

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The PSW DVD: an essential for the PS2 fan.



SOLUTIONS

ALL THAT NASTY EFFORT BANISHED FOREVER – FINISH GAMES YOU DON'T EVEN UNDERSTAND IN A THRICE!

OUR SURVEY SAID...

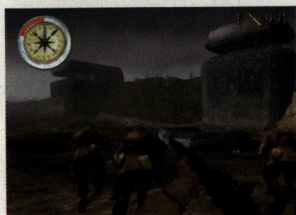
ASPARAGUS CAME NINTH, WHICH IS TO be expected in an internet poll of people's favourite types of tips. A surprise entry in the chart was the number seven showing of toes. Well, we've all got our little foibles, and who are we to judge those who covet the foot-finger? Something we never include in PSW, rubbish tips, ranked a respectable fourth – perhaps accounted for by the notoriously high number of refuse collectors that research has shown are inexplicably drawn to online surveys. Do you know what was number one? No, not Mini Kiev, Mini Cheddars, or even Mini Babybell – this was a poll regarding tips, remember! Yes, that's right, Mini Tips came out as the nation's favourite. And if you agree with the cyber-polsters, you've come to the right place. I have to go now, but you can stay as long as you like.

/ MIKEY FOLEY SOLUTIONS EDITOR

MEDAL OF HONOR

97

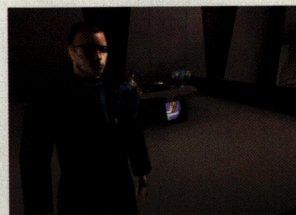
■ The Germans winning WW2? Noo! It can't happen!



DEUS EX

98

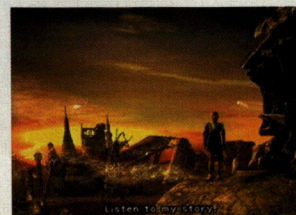
■ You may need to turn the lights on to read these.



FINAL FANTASY X

99

■ Can't find the required 11 years to finish it off?



IN THE AIR Learn where you can pull off your spectacular tricks.

FREEKSTYLE

SICK TRICKS, COMBOS AND ALL OUT SPEED NEED TO BE PRACTICED AND MASTERED IN ORDER TO BECOME THE TRUE FREEKSTYLE CHAMP.

OK YOU TWO-WHEELING FREAKS, IT'S TIME to get aggressive, time to get crazy and time to put those nerves of steel into play. Welcome to PSW's essential guide to the best tactics and tricks you need to keep ahead of the pack.

RULES OF THE ROAD

THE KNACK OF EACH TRACK

The Freekstyle championship is not an easy one so it is imperative that you know each of the tracks like the back of your hand. Thinking you can hop straight into each new area and end up in the top three is a big mistake. Instead you may find yourself horrendously far behind through crashing, misjudging jumps and attempting

tricks that are impossible to land in some areas. Use the 'Free Ride' option to learn every curve, bump and shortcut in each track so that you know where you can pull off tricks to earn boost and points and where not to risk them.

BOOSTING

Another reason for learning each track before attempting the circuit is to ensure you get the most out of your boost. The first run through of tracks requires you to finish twice in the top three and once in first. This means that you need to learn when to earn boost, when to use boost and when to conserve boost. Tricks take up time. The longer you're in the air the more danger you are in of dropping a place, so

when you need to finish in a certain position it's important to earn your boost through quick tricks to save time. Slowly fill up your boost bar, using it sparingly in short bursts when you fumble a jump or take a knock. Try to have the boost bar at least half full when you enter the final lap, this way you can zip around the track without having to waste valuable time performing tricks.

GAINING ATTRIBUTE POINTS

After winning a race in the circuit you gain yourself a number of attribute points. The amount you get depends on your overall performance in the race, but they allow you to improve the speed, boost, control, jumping and landing skills of your racer. >



GIVE US BOOST Boosting in the right places is important.



TRICK ADDITION Small ramp+complex trick=broken neck.



SECRET TUNNEL Head into the mine for a nifty shortcut.



Careful distribution of these points is very important and can mean the difference between winning and losing a race. Perhaps the most important two are speed and jumping, closely followed by control. Speed wins races and to finish in the top three requires you to build up this skill quickly. Jumping gains your greater air allowing you to pull off some of the more spectacular tricks, allowing you to build up boost more efficiently. Jumping becomes even more vital during the second round of racing where point targets need to be reached in order to qualify. You won't be able to use all of your earned points on one skill, so distribute them in this order; Speed, jumping, control, landing and boost.

CUTTING CORNERS

Shortcuts can be deceptive and must be mastered. The Free Ride option allows you to explore every inch of the tracks in order to find any secret tunnels, pathways or

hidden jumps that let you to nip in ahead of the pack. Shortcuts are generally the hardest parts of the tracks and the ability to tackle them at full speed is essential, otherwise they could cause you serious trouble. A miss-timed leap over a barrier or over steering in a tight tunnel can grind you into the dirt, allowing your fellow riders to speed past. Find them, master them then use them. Simple as that.

MONUMENTAL MOTOPLEX

BEATING THE COMPETITION

This is the beginner's course, but don't think that you can simply sail through it and cross the line in first place. Monumental Motoplex is the perfect practice course and really gives you a taste of things to come, testing strict control, boost conservation, aggressive riding and trick tactics. There are a couple of short cuts here so it's an all out race to the finish.

■ **Short Cut One:** As soon as you land after the first huge leap, or after you cross the lap finish line, you can veer to the left. There is a gully in the sand that leads to an underground tunnel. This tunnel needs to be taken at full speed, but it's extremely tight and needs practice. A crash in here can cause you serious problems and if you don't hit the end sand ramp at full speed and a little boost then you won't make the leap over the following barrier. Pull back as you hit the ramp to gain air and carry you over, through the bonus zone and safely landing on the other side of the corner. It's a great shortcut, but it needs practice.

■ **Short Cut Two:** In the last stretch of the track there is large tunnel. As you enter the tunnel, keep your eyes peeled for the bonus zone ahead. There is a small gap in the railings lining the top of the corner ahead and this needs to be hit at high speed. The trick with this shortcut is to not go too high and not go too low. You need to

aim for the centre of the bonus zone, but if you hit it too high you'll clip the top of the metal ring. Hit it too low and you'll clip the bottom of it. Both end up with you dropping like a sack of spuds to the ground below. Get it perfect and you smash through the glass and sail over the next corner. Again, this needs a lot of practice to master and the speed of your racer and bike affects how you need to take this jump. Practice makes perfect.

ACHIEVING TARGET TRICK POINTS

OK, so you've beaten the racers in the first round and now you need to earn that huge trick point target and then come first. Think of it like this, you need to leave the last lap for pure speed in order to gain that vital pole position. This means that the first two laps require you to get the majority of the points. A good ballpark figure is to earn around two thirds of the target score in the first two laps. Impossible? No. Tricky? Extremely. This is where the bonus zones come into play as they give you a load of helpful points that are vital for reaching that target score. Apart from the obvious zones with the circular glass panels there are a couple of extra ones you should know about. The thing with these zones is that you do need to carry yourself over a certain distance in order to activate the bonuses.





■ **Secret Tunnel:** The previously mentioned tunnel leads out to a bonus zone. You need to hit the sand ramp at full speed and it helps to boost if you have it. You also need to pull back to gain air. A nice combo trick with two of the shoulder buttons and **○** gives you a good score and the bonus simply adds a nice chunk of points to it.

■ **Side Ramp:** A few corners up from the start line look for a series of large flashing triangles lining the right of the track. Nip up onto the verge and you should see a ramp up ahead. Hit the ramp at full speed and boosting up it. Pull back to sail forward over the track below and if you clear enough ground you should gain the bonus zone points. A nice three shoulder button and **○** should see you earn some mighty points.

■ **Glass Bridge:** Up from the side ramp you enter a glass covered bridge with two ramps in it. Ignore the first and boost up the second. Again, pull back and sail up and over the second to last roof girder. You need

to clear this girder in order to earn the bonus points.

CRUST BELT

BEATING THE COMPETITION

With plenty of winding tracks, low hung pipes and plenty of ground level obstructions, the Crust Belt is a tough course to master. The track forks in many places and picking the right route can mean finishing first or last. Look out for the red and green routes. Red routes are not necessarily short cuts, but they usually lead to massive leaps or bonus zones which you will need to hit in order to reach the target point score in the second run, so let's concentrate on coming in first to begin with.

■ **The first fork:** After a few twists and turns you soon arrive at the first of many route choices. Hook round to the left in order to follow the green route and here

you can use short bursts of boost to speed around. Push down over the jumps to prevent yourself wasting time in the air and with skillful control, you should be able to beat the red route racers.

■ **The second fork:** The next red route/green route choice is just up ahead from the first fork. This time, choose the red route. It's a lovely flat stretch of track that allows you to boost at full pelt along it. The large ramp at the end leads you to another bonus zone, but if it's a high placing you want avoid catching too much air by pushing forward to send the bike quickly to the ground. If you do need a little more boost then the time made through the flat stretch will more than likely allow a funky trick or two to earn some more.

■ **Red route? Blue route? Green route?:** You soon arrive at a triple choice. The fastest is the blue route that leads directly through the middle at ground level. This is the choice if you want to maintain your

lead, but it is highly dangerous. A crash here can waste all of that hard work you've put in so far, so you need to practice taking this path at high speed. The place is littered with crates, pipes and machinery so watch out. The crates can be smashed through, but they do obscure the hazards ahead. Keep your eyes on the road ahead and with quick reflexes you can zip through this area with ease. Prior knowledge of the layout is essential in order to prevent yourself from a nasty accident.

■ **Short Cut:** As you enter the area with the overhead coal buckets you should spot a blue Freestyle emblem. There is a gap in the barrier lining the corner and if you can speed through it you can leap the corner cutting out the large bend that many of the other racers choose to take. This jump has a couple of dangers though and there is not a lot of room for mistakes. One of things you need to watch out for is the coal buckets as they constantly move from left to right. If your jump is mistimed you can smack right into the side of one sending you painfully down to the ground. To be honest, avoiding these is down to a little luck, as it all depends on how they are positioned when you enter the area. There is a little room to steer around them in the air, but not a lot. If you make it past the coal buckets, you then need to watch out for the ceiling girders up ahead. Gain too much air and you may crunch into them, >



TRACK HAZARD

STAY OUT OF THE ROUGH



THE CRUST BELT AND MANY OF THE TRACKS beyond it are littered with sand traps. These are basically thick patches of sand and can be recognised by the tyre tracks running through them. Avoid these at all costs as they slow you down.



BANG YOUR HEAD This hoop is tough so practice.



BUCKET O' LAUGHS Use the gap to jump the corner.

don't gain enough and you'll miss landing on the next section of track.

■ **The final red route:** With the last fork, veer to the left to take the red route. This path leads you into a second warehouse and, similar to the previous blue route, there are some nasty obstructions to avoid. Boosting through this section should easily make up a few places or ensure you maintain your first place position. It's not quite as tricky as the last warehouse, but it still needs a little caution.

ACHIEVING TARGET TRICK POINTS

The crust belt offers few huge jumps; so earning the required 300,000 trick points takes a lot of practice and skill. The track is littered with small humps and you may find it difficult to pull off some of the big tricks. What you have to rely on are the combos so study your character's trick book and learn them. The more you remember, the more points you can earn as simply pulling the same trick off over and over again will not work, as repeated tricks slowly lose their point value. Remember to pull back on approach to each jump as the more air you get, the more tricks you can execute in a single jump. There are some big leaps though and these are listed below with a few trick tips.

■ **The first Bonus zone:** The basic rule of



MAJOR AIR Use this massive leap for a cool trick and bonus points.

thumb is to always take the red routes. These lead you to some of the major jumps in the track as well as the bonus zones. The first red route takes you to a medium sized jump through the first bonus zone hoop. The hoop is frustratingly low, so don't try to pull off a complex trick, instead try two of the shoulder buttons and **○**. This is a deceptively difficult zone to smash through and judging the right amount of air to gain requires practice.

■ **Up and over:** Once past the first bonus zone there is a nice sand ramp up ahead. Tap the boost button and pull back on approach as you can then leap over the mine cart tracks and pull off a nice trick. Get one of your big earners out by holding three of the shoulder buttons and the **○**.

■ **Super Bonus:** Take the next red route and boost through the tunnel. Hit the dirt ramp at full speed, pulling back to gain as much air as possible. You should be able to pull off two or three tricks in this one jump so make

the most of it. Try a three-shoulder button and **○** trick, and then quickly release one of the shoulder buttons. You should now execute a quick combo move before landing. Make sure you smash through the bonus zone glass to gain the extra points.

■ **Green Route Bonus Zone:** When you reach the area with the three-route choice, steer to the right and take the green route. The blue Freekout emblem signifies a bonus zone up ahead, so boost up the steep ramp and pull some major air. You need to clear the first two girders in order to activate the bonus points, but on your way try pulling off a three-shoulder button and **○**.

■ **Mine tunnel bonus:** As mentioned previously in the 'Beat the Competition' section, the gap in the barrier lining the first bend in the mine tunnel leads to a bonus zone. Practice breaking through the barrier at full speed and the trick to activating the bonus points is to get your angle of trajectory just right. You need to be

extremely careful not to hit the barrier lining the track opposite.

BURN IT UP

BEATING THE COMPETITION

The first half of the course is pretty straightforward, with some nice long stretches to really boost through and get you into the lead. It is when you enter the forest and quarry areas that you need to be on your guard as there are some nasty hazards to watch out for.

■ **Boost Earner:** Use the huge jump at the beginning of the lap to earn this boost and the best way to do this is to get as much air as you can then hold down **○** + **○** + **○** and keep them held down until you have performed a double combo. This is a massive point earner, but for the sake of winning the race, the boost value is just what you need. You should also now only be a few tricks away from a Freekout, which is



BOOST BONANZA Fill your boost in seconds using the huge jump.



START LAP ONLY Use the grass verge to earn some bonus points.



just what you need to gain that lead.

■ Red route? Green route? Blue route?:

Just after the first jump you're faced with a choice of route. For speed, the best route to take is the blue route, which is a relatively flat allowing you to boost your way through and maintain your lead.

■ **The forest:** This area of track throws up a number of dangers. For starters you have an awkwardly placed tree in the centre of the track. The jump through the centre of it can prove lethal if you aim too high or too low you can smack slap bang into it. The best thing to do is steer through the hole in the base of the tree.

■ **Quarry Shortcut:** As you exit the forest area, keep your eyes peeled for the blue Freestyle emblem on the right of the track. Carefully avoid the small boulders on the track and boost up the ramp. You need a hell of a lot of air to make the leap over to the high ledge opposite the ramp, but if you make it you can cut out a huge part of the course. If it looks like you are going to miss the ledge, turn your bike to the right and try to bounce off the cliff wall. It is possible to do this and land on the track below, but if you're not careful a nasty smash can see you eating the dirt, allowing your fellow racers to nip past you.

■ **The Blast Zone:** You just know that if a huge boulder or two are going to roll across the track you'll hit it. Well this can happen if

you don't watch the track ahead. Spot the rolling rocks before the flatten you.

ACHIEVING TARGET TRICK POINTS

Burn it up offers up loads of point earning opportunities, but the 500.000 point target is a tough nut to crack, only because of the need to come first in the last lap. You need to earn around 400.000 by the end of the second so that you can concentrate on speeding through the last and this is not easy. Perhaps the best thing about this track is that the huge jumps contained within it allow you to plan a lot of your best point scoring tricks.

■ **First lap points:** This is a handy trick tip to remember for earning some mega points in the early stages of the race. As soon as the green light appears speed forward and keep your eye out for a blue Freestyle emblem lurking around the right of the track. Boost up the grass verge and holding down **□** + **■** + **●**, you should pull off a nifty combo. As soon as you have done this quickly release the **●**. You should then perform a second trick. Landing this gives you some huge points. Not only that, but it's a bonus zone too, so extra points all round!

■ **Big jump bonus:** Speed up the huge ramp up ahead and hit the boost button while pulling back. As you leave the ramp hold down the **□** + **■** + **●**. Keep these held down and you should be able to pull off three of the same combo moves. That's six tricks, tripled. Land it and you should be nearly, if not already in the Freestyle zone, allowing you to pull off a Super Sick Trick to earn an even bigger monster score.

■ **High track:** When you reach the three-route choice, take the red route and hit the second jump to land yourself on the high ramp. Boost along this to leap through the bonus ring while performing a second six trick manoeuvre in the same vein as the Big Jump Bonus.

■ **Bonus Bone:** Just up from the blast zone you should see a blue Freestyle emblem on the side of the track. Keep to the right of the track, boost up the dirt ramp and pull back. Keep pulling back to sail over the following ramp past the broken bone sign. The reason you should stick to the right of the track is because you will hit the sign. Make it past the sign and you should activate the bonus zone and the all-important points.



GNOME SWEET GNOME

BEATING THE COMPETITION

Few big jumps and a maze of dirt tracks make this one of the most competitive courses in the circuit. Its flat nature allows for plenty of boost time, but earning that all essential nitro is a tricky matter. The best tactic is to use the first lap to slowly fill up your boost meter by performing small yet neat combos. You can't pull much air from the many humps and bumps, so make use of the airtime you do get. For the final laps you need to maintain your lead and the bumpy track can lose you valuable time so

learn which parts of the track you can hit the first ramp and pull enough air to clear the ones in-between and land on the last. This way, you won't end up bouncing up and down like a yo-yo as your competitors speed past. Shortcuts are few and far between, but there are a couple of nifty tricks and tips you can use to gain that little bit extra.

■ **The Bonus zones:** There are a couple of glass Bonus zones hanging dangerously low above the track. These are normally preceded by a ramp and for the purposes of winning the race the best advice is to avoid them. The glass zone is just big enough for >

WHERE'D THEY COME FROM?

WATCH OUT IN THE QUARRY



THE QUARRY SHORTCUT CAN LOSE YOU A qualifying place. The other sneaky racers tend to use this nifty corner cut so if you find yourself in first until the very last moment you now know why. You have to practice using it otherwise serious frustration will ensue.



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Army Men: Lock & Load	F. Fantasy 6,7,8,9 & 10	No-One Lives Forever
Atlantis 3: New World	Fear Effect: Retro Helix	Onimusha: Warlords
Blood Omen 1 & 2	FIFA 2001 & 2002	Parasite Eve 2
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C.Bandicoot: Wof Cortex	Half Life	Resident Evil 1,2 & 3
C-12 Final Resistance	Harry Potter	Robot Wars
Chase the Express	Headhunter	Shadow Man 1 & 2
Dark Cloud	Hidden & Dangerous	Silent Hill 1 & 2
Dave Mirra BMX 1 & 2	In Cold Blood	Smackdown! 1,2 & 3
Devil May Cry	Jak & Daxter	Smugglers Run 1 & 2
Digimon World 1 & 2	LMA Manager '01 & '02	Soul Reaver 1 & 2
Dino Crisis 1 & 2	Martian Gothic	Spiderman 1,2, Movie
Dracula Last Sanctuary	Mat Hoffman's Pro BMX	Star Wars Jedi: P. Battles
Dracula Resurrection	Max Payne	Star Wars Jedi: S. fighter
Dragonball Z: Final Bout	Max Payne	Star Wars: Phantom M.
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you bike to fit through and it's highly likely that you'll crash into the metal hoop around the edge. Instead, hop over the ramp and push down to get your bike down to the ground as quickly as possible.

■ **The crab hedge:** Just up from the first Bonus zone you'll see another blue Freestyle emblem. Boost up the ramp, pull back to sail over the huge crab hedge and push up to force the bike back down to the ground. The other racers who sped around the lower track can now eat your dirt.

■ **Red route? Green route?:** Just up past the crab hedge you hit your first route choice. Boost up the red path and follow it around and up to the next ramp. Hit the boost and you soon find yourself flying through a hedgy pair of rabbit ears. You should land ahead, or even further in front of the rest of the back.

ACHIEVING TARGET TRICK POINTS

Gnome Sweet Gnome does not throw up

many point-scoring opportunities, as there are few major jumps. Instead you are going to have to rely on some nifty combs and bonus zone points.

■ **Bonus bonanza:** The first part of the track throws up three bonus zones in close succession, but the small glass targets of the first two are very tricky to smash through. Again, only practice sees you through and that's without performing a stunt. The best tricks to pull are quick sharp combos so ensure you land them and earn your points. The next bonus zone is the huge leap over the crab hedge.

■ **Red route? Green route?:** The two routes up ahead both lead to bonus zones, the red route is the better of the two as it leads to a bigger jump. The green route leads to one of those small glass bonus targets and you won't earn as many points from it.

■ **Through the square window:** Another opportunity to gain some big points lies further up the track, just look for the two

windows in the side of the building. They both lead to bonus zones, but as the window on the left is higher you can gain that little bit extra air, enabling you to pull off an even bigger trick.

LET IT RIDE

BEATING THE COMPETITION

This track is a huge sprawling track that twists, turns and overlaps at a dizzying rate. You are going to need some boost here as there are plenty of straights as well that allow you to make up any ground needed. With all its intricacies Let It Ride is actually quite an easy track to win on, but there are a few little tricks you should take into account if you are to succeed.

■ **Sand traps:** This is Vegas, the desert land, so there are a lot of sand traps littering the track. Most of them are pretty awkwardly placed in areas you can't help but hit as you speed around a corner, but

with a little track knowledge you can avoid them and maintain your speed.

■ **Lumps and bumps:** Many of the long straights are covered with sand bumps and hitting every one of them will lose you speed. The best thing to do is either push forward as you ride over them to keep the bike from gaining too much air. Perhaps the better option is to boost up the first ramp in the line and pull back to clear the ones in that follow. With enough air you can glide over those nasty bumps and land safely past them. Now simply tap the boost button to speed out onto the next section of track.

■ **Red tracks:** Always take the red routes here as they take you on the shortest line. On the final stretch you come up to a fork in the road. As soon as you see it hit the boost and veer to the right. You can cut the corner of the red route track and blast forward to the finish line. More often than not, this small, yet useful tip, can speed you clear into the lead.



ACHIEVING THE TARGET POINTS

Combos, combos, combos! The huge humps in the track are perfect for getting out some slick combos and as you may notice, there are loads of them. The knack is to pull off a huge range of moves and combos so it is vital that you don't simply repeat the same few tricks. There are also a couple of mega jumps leading into bonus zones so save your best tricks for them. To hit that target

TRACK HAZARD

A BARREL OF LAUGHS OR SIMPLY A BLAST?



WATCH OUT FOR THE STREAM OF EXPLOSIVE barrels that roll along one area of track. These can be a real pain if you hit one, literally. Keep your eyes on the flow of barrels as you approach, spot a gap and boost through.



it's basically not where you jump, it's the moves you perform when you do. Variety will win the day and it is very easy to earn a Freekout here too, so coming first shouldn't be a problem.

ROCKET GARDEN

BEATING THE COMPETITION

This track may seem a little daunting at first because of the huge amount of activity that is going on all around you, from rockets launching, exploding barrels, smoke and irritating sirens. After a few practice laps you'll begin to think different as most of the track can be taken at full speed. All you have to remember is to keep your eyes fixed on the track ahead as there are many sudden splits, twists and turns. Luckily, there are few places where you can crash into the side barriers as the course itself is pretty wide all of the way through. There are a



LUMPS AND BUMPS These can be a pain and slow you.

couple of places where you can gain the advantage over your competitors.

■ **Red route? Green Route?:** Take the red route and speed through the hump filled track ahead. Use the same 'gain air and clear' technique as used on the Let It Ride course to avoid wasting time bouncing up and down all over the place. This route is much faster than the green one but it needs to be handled with some degree of class, skill and control.

■ **Up and over:** As soon as you come out of the red route, keep to the right and speed over the gaps in the track. Occasionally you drop to the lower level but this happens pretty smoothly, unlike the central area of the track, which sees you jolting up and down all over the place.

ACHIEVING TARGET TRICK POINTS

Again, like the Let It Ride course, the Rocket Garden track throws up plenty of opportunities to earn some big points. Not through spectacular tricks, but through the number of jumps you have available to you to perform lots of nifty combos. It does take a lot of practice to combine the many jumps with the twisting track so always be prepared to steer yourself out of danger in the air before you land. There are a couple of big jumps thrown in and usually these incorporate a bonus zone.

■ **Launch or be launched:** The first big jump is hidden away and is very easy to



miss. At the beginning of the lap you soon reach the first split in the track. Choose you route then quickly veer back into the centre of the track. You should see a ramp that you can then boost up to gain some serious air. Watch out for the huge rocket that launches up through the centre of the jump. You may need to steer around it to land on the ledge behind the rocket, but some of your more complex tricks can easily be performed on the way.

■ **The sliding ramp:** Just past the rolling barrels you can see three ramps in the distance. There is a silver portion of ramp that slides between the three so keep an

eye on how it's moving and boost up it. This requires perfect timing but if you hit it correctly you can amass huge air and massive points.

■ **Red route? Blue route?:** Take the blue route and you soon enter the shuttle factory. This place is full of rocket fuselages and to get the most out of this area you should take the middle path. Remember to pull back otherwise you'll plummet down to the factory floor. The reward is a bonus zone so as you head up, amass some points by pulling tricks off and end by performing a complex trick through the bonus hoop.

/ ALEX CHENERY

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MINI TIPS



WE HELP YOU AVOID THE BORING BITS, LIKE PLAYING THE GAMES, TO ENJOY THE GOOD BITS, LIKE ACTING SMUGLY TO FRIENDS.

FREESTYLE

SPECIAL CODES

LOKSMITH	Unlock Everything
WTCHKPRS	Slow Motion / Blur Mode
ALLFREEK	Always "Freekout" Time
FLYSOLO	No Bike Mode

CHARACTER CODES

COOLDUDE	Unlock Clifford Adoptante
TOUGHGUY	Unlock Mike Jones
BLONDIE	Unlock Jessica Patterson
GIMEGREG	Unlock Greg Albertyn
POPULATE	Unlock All Characters

OUTFIT CODES

HELLOOOO	Unlock Ecko MX Outfit (Mike Metzger)
BODYART	Unlock All Tatted Up Outfit (Mike Metzger)
RIPPED	Unlock Muscle Bound Outfit (Brian Deegan)
SOLDIER	Unlock Commander Outfit (Brian Deegan)
THNKPINK	Unlock Fun Lovin' Outfit (Leeann Tweeden)
SPICY	Unlock Red Hot Outfit (Leeann Tweeden)
KIDSGAME	Unlock Playing Jax Outfit (Stefy Bau)
INVASION	Unlock UFO Racer Outfit (Stefy Bau)
WINGS	Unlock Tiki Outfit (Clifford Adoptante)
NOSLEEVE	Unlock Tankin' It Outfit (Clifford Adoptante)
BABYBLUE	Unlock Blue Collar Outfit (Mike Jones)
BOXCARS	Unlock High Roller Outfit (Mike Jones)
LAYERS	Unlock Warming Up Outfit (Jessica Patterson)
NOT2GRLY	Unlock Hoodie Style Outfit (Jessica Patterson)
ILOOKGUD	Unlock Sharp Dresser Outfit (Greg Albertyn)
COMET	Unlock Star Rider Outfit (Greg Albertyn)
YARDSALE	Unlock All Outfits

TRACK CODES

CARVEROK	Unlock Burn It Up Track
CLIPPERS	Unlock Gnome Sweet Gnome Track
BLACKJAK	Unlock Let It Ride Track
TODAMOON	Unlock Rocket Garden Track
WIDEOPEN	Unlock Crash Pad FreeStyle Track
TUCKELLE	Unlock The Burbs FreeStyle Track
TRAKMEET	Unlock All Tracks

BIKE CODES

EYEDROPS	Unlock Bloodshot Bike (Mike Metzger)
BRRRRRAP	Unlock Rock Of Ages Bike (Mike Metzger)
SEVENTWO	Unlock Rhino Rage Bike (Mike Metzger)
WHATEVER	Unlock Mulisha Man Bike (Brian Deegan)
HEDBANGR	Unlock Heavy Metal Bike (Brian Deegan)
WHOZASKN	Unlock Dominator Bike (Brian Deegan)
OVENMITT	Unlock Hot Stuff Bike (Leeann Tweeden)
STYLIN	Unlock Trendsetter Bike (Leeann Tweeden)
GOODLOOK	Unlock Seducer Bike (Leeann Tweeden)
HEREIAM	Unlock Amore Bike (Stefy Bau)
SPARKLES	Unlock Disco Tech Bike (Stefy Bau)
TWONEONE	Unlock 211 Bike (Stefy Bau)
SUPDUDE	Unlock Gone Tiki Bike (Clifford Adoptante)
GOFLOBRO	Unlock Island Spirit Bike (Clifford Adoptante)
STOKED	Unlock Hang Loose Bike (Clifford Adoptante)
KICKBUT	Unlock Beater Bike (Mike Jones)
HORNS	Unlock Lil' Demon Bike (Mike Jones)
PLUNGER	Unlock Flushed Bike (Mike Jones)
HEKACOOL	Unlock Speedy Bike (Jessica Patterson)
LIGHTNIN	Unlock Charged Up Bike (Jessica Patterson)
TONBO	Unlock Racer Girl Bike (Jessica Patterson)
ALLSHOOK	Unlock The King Bike (Greg Albertyn)
PATRIO	Unlock National Pride Bike (Greg Albertyn)
NUMBER1	Unlock Champion Bike (Greg Albertyn)
WHEELS	Unlock All Bikes

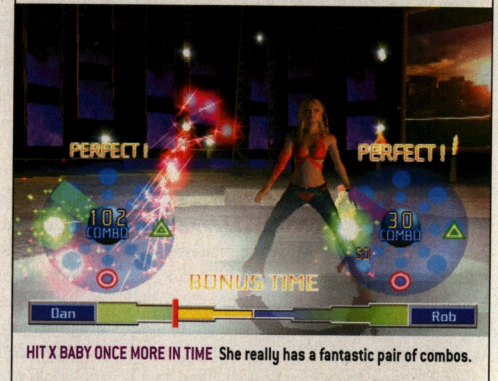
BRITNEY'S DANCE BEAT

PLAY AS BRITNEY

If you want the chance to play as the young lady herself then all you need to do is complete the Audition mode. Once this has been done, simply enter the Practice mode. Britney is now there in all of her busty loveliness for you to manipulate. But only for dancing...

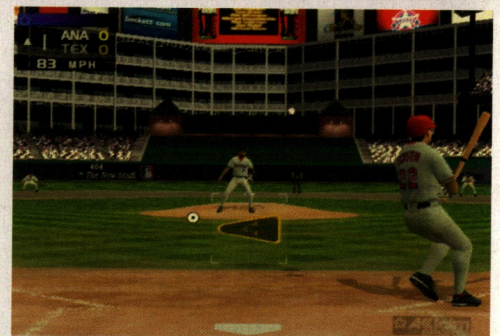
BABY ONE MORE TIME VIDEO

Perhaps her finest moment! To play the video of Britney's first number one, all you need to do is earn 9999 points in auditions. Then you can sit back and enjoy the playground frolics of Ms Spears.



HIT X BABY ONCE MORE IN TIME She really has a fantastic pair of combos.

ALL STAR BASEBALL 2003



HOME BASE RUN PITCH... Unfortunately there's no cheat to explain the rules.

FOUR CHEATS FOR THE FOUR PEOPLE PLAYING THIS.

CHEAT MENU

At the controller selection screen hit the **LS** button to activate any cheats that have been bought.

TAUNT OPPONENT

Hit a homerun and as you approach third base, hit **LS** or **RT**. Your cheeky little player will show off to the opposition. The precocious brat!

CONTROL THE HOMERUN REPLAY:

As the replay of a homerun plays, play with the buttons to view your approach to third base from different angles.

SUPER FIT PITCHER

In Season, Franchise or Expansion mode, put any pitcher on the 15 day DL. Now take him back into your team line-up. You should notice that his energy is fully restored and ready to take on the best batters in the biz.



I LIKE BIKES This is the style of a Freek. Ain't it cool?

TRICK BOOK

DEUS EX: THE CONSPIRACY



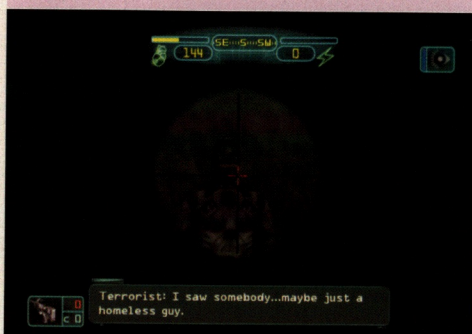
IT'S ALL A CONSPIRACY Terrorism. Drugs. The price of pints. All linked.

CHEAT MODE

Press **L2**, **R2**, **L1**, **R1**, **△** in the Goals, Notes and Images screen. This offers the following cheat.

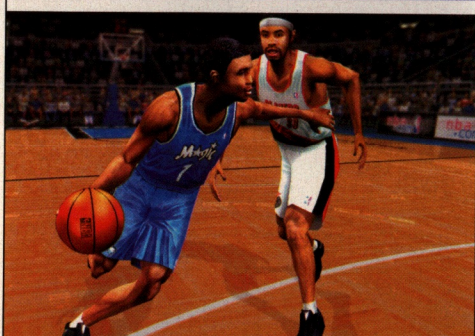
KEEP ALL YOUR GEAR

After you are arrested, press **△** as soon as the "Area Unknown, Time Unknown" text appears. This causes you to drop all of your equipment. Wait and you should soon be able to collect them back up and keep them all.



OUT OF SIGHT Perhaps you did see that, but it's your last vision. Boom.

ESPN NBA 2NIGHT 2002



MESSAGE 2 U Out my way or I'll make you flat, then make your head big!

CHEATS

Select Cheat in the Options menu and enter the following case sensitive codes.

Increased Performance	ABILITYBONUS
Easier Shooting	EXCELLENT
No Spectators	NOSPECTATOR
Easier Slam Dunks	DUNKERS
Big Feet	BIGFOOT
Big Hands	BIGHAND
No Overhead Lighting	DARKNESS
Flat Players	PANCAKE
Huge Heads	BIGHEAD
Before Image	BEFOREIMAGE
Invisible Bodies	INVISIBLE
Mini Players	MINIMINI

GODAI: ELEMENTAL FORCE



INVINCIBLE HIRO

Enter **L1**, **L2**, **○**, **△**, **L1**, **L2**, **○**, **△** at the main menu or during gameplay.

LEVEL SELECT

Enter **L1**, **L2**, **×**, **△**, **L1**, **L2**, **×**, **△** at the main menu

or during gameplay.

ONE-HIT KILLS WITH HIRO

Enter **L1**, **L2**, Left Analog UP, Left Analog DOWN, Left Analog LEFT, Left Analog RIGHT, **△**, **○**, **×**, **○**, at the main menu or during gameplay.

DAVID BECKHAM SOCCER

YOU'LL PROBABLY APPRECIATE THESE IF YOU SPORT A BLOND MANE AND PAINT YOUR FINGERNAILS PINK.

MANCHESTER ELEVEN TEAM

Enter the Professional Player Certificate in the Train With Beckham mode. Now score at least 20 points in Target Free Kicks to unlock the Manchester Eleven. You can find them for your entertainment in the Friendly Series, in the Beckham's Teams group.

WORLD ALL-STARS TEAM

Enter the Professional Player Certificate in the Train With Beckham mode. Score at least 20 points in Target Passing. The World All-Stars are now there to play with in the Friendly Series, in the Beckham's Teams group.

EDIT PLAYERS

Enter the Professional Player Certificate in the Train With Beckham mode. You now need to put at least five shots in the back of the net in the Free Play mode. The Edit Player option is now unlocked in Game Settings.



STOVEN GARRARD? England 0 Argentina 4? Where's Goldenballs gone?

MATCH CLASSICS

Enter the Professional Player Certificate in Train With Beckham mode. Score at least 15 points in Target Shooting. Now select the Classic Match option in arcade mode to access the Manchester vs. Munich, Brazil vs. Italy, American Samoa vs. Australia, Calais vs. Nantes, Italy vs. England and Manchester vs. Leeds matches. Where's Partick Thistle vs. Airdrie?

ENGLAND ELEVEN TEAM

Enter the Professional Player Certificate in the Train With Beckham mode. Score at least 20 points in Target Crossing to unlock the England Eleven in Friendly Series, in the Beckham's Teams group.

EXTRA STADIUMS

Enter the Professional Player Certificate in Train With Beckham mode. Successfully complete the Panel Bash in under ten seconds. Select Game Settings in the Friendly Series mode to access the 'legendary' Aztec Arena and Bouncy Castle stadia.



THE BEST CHEAT Open disc tray. Take out game. Put in PES. Reset PS2.

2002 FIFA WORLD CUP

- Unlock the all-Africa Team: Win the World Cup with a team from Africa.
- Unlock the all-Americas Team: Win the World Cup with a team from the Americas.
- Unlock the all-Asia Team: Win the World Cup with a team from Asia.
- Unlock the all-Europe Team: Win the World Cup with a team from Europe.
- Unlock the all-World Team: Unlock the other special teams.



RED CARD

CHEAT MODE: To unlock all teams, finals and stadiums enter **BIGTANK** as a name.

Unlock the SWAT team and Nova City stadium:
Beat the SWAT team in World Conquest mode.

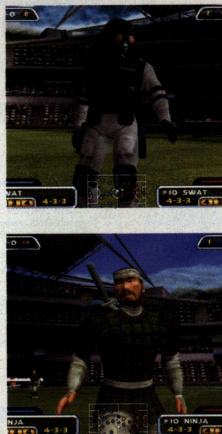
Unlock the Matadors team and Coliseum stadium:
Beat the Matadors team in World Conquest mode.

Unlock the Ape team and Victoria Falls stadium:
Beat the Apes team in World Conquest mode.

Unlock the Martians team and USAFB001 stadium:
Beat the Martians team in World Conquest mode.

Unlock the Dolphins team and Nautilus stadium:
Beat the Dolphins team in World Conquest mode.

Unlock the Samurai team and Youhi Gardens stadium:
Beat the Samurai team in World Conquest mode.



FINAL FANTASY X

COLLECTING THE FINAL AEONS

YOJIMBA

After leaving the Calm Lands area, head over to the bridge near to Mt. Gagazet. You can find the Sunken Cave under this bridge so make your way into it and find Yojimba at the back. Pay him 250,000 and he's yours for the taking.

ANIMA

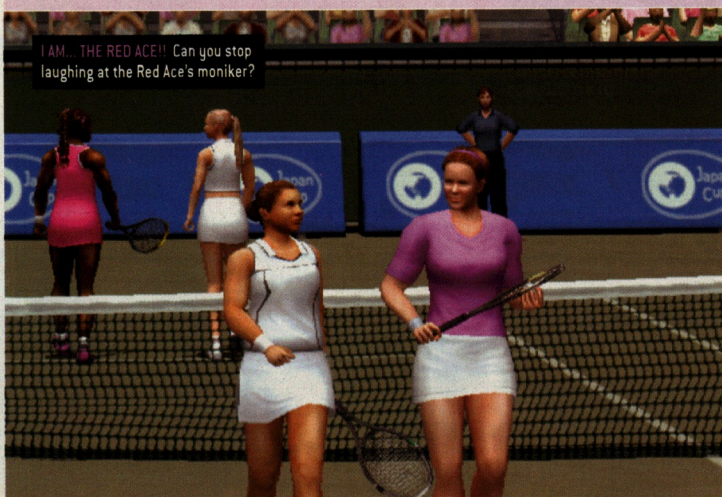
Make sure you've collected all of the Destructive Sphere treasures from the six temples. Once you have, use the airship to head to the Baaj Temple and defeat the boss guarding the entrance. Now enter the temple and touch all of the stones. The chamber to Favth should now slide open.

MAGUS SISTERS

Make your way over to Mt. Gagazet and catch all of the monsters there. Now go to the battle arena to collect your bonus item. Next, go to the Remiem Temple in the Calm Lands and fight the summoner inside. Defeat all of her Aeons before heading through the coloured door at the back of the area.



SMASH COURT PRO TOURNAMENT



IT'S ONLY JUST OUT AND ALREADY WE OFFER YOU THESE CHEATS AND EXTRAS!

SUPER HARD GAMEPLAY

Complete the Time Attack mode under the hard difficulty setting.

HITOMI YOSHINO

Select any female player and beat the Arcade mode without losing, under the hard difficulty setting. Enter the Exhibition mode and move the cursor past Rafter on the character selection screen. You should find the Hitomi Yoshino.

PLAY AS RED ACE

Select any male player and beat the Arcade mode without losing, under the hard difficulty setting. Enter the Exhibition mode and move the cursor past Rafter on the character selection screen. You should find the Red Ace.

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simon > monstermob crew



pic messages

NOKIA 3210 3310
3330 6210 8210
8850 5510

symbols



101285



101241



101299



101298



101458



101250



101291



101407



101254



101405

cheeky



101103



101200



101239



101749



101071



101289



101296



101149



101126



101294

new



101824



101822



101820



101818



101816



101810



101793



101787



101760



101753

use these as a screensaver on 33**5510 and 5210 models

ringtones

NOKIA 3210 33**
61** 6210 7110
8210 88** 9110
5510

dualtrac

Ronan Keating	Tomorrow Never Com...	101671
Holly Vailance	Kiss Kiss	101618
H & Claire	DJ	101616
S Club Juniors	One Step Closer	101512
Nigel Marvin	Follow The Leader	101830
Sugarbabes	Freak Like Me	101468
Nsync	Girlfriend	101508
Oasis	The Hindu Times	101219
Nickleback	How You Remind Me	100947
Shakira	Wherever Whenever	100690
X Press 2	Lazy	101545
Tweet	Oops	101727
Missy Elliot	4 My People	101464
Darren Hayes	Insatiable	101417
Kosheen	Hungry	101533
Chemical Broth...	Come With Us	101461
Maxi Jazz	1 Giant Leap	101494
Shake Down	All Night	101672
Shaggy & Ali G	Me Julie	101203
Doves	There Goes The Fear	101627
1 Giant Leap	My Culture	101494
Mad Donna	The Wheels On The...	101535
Hundred Reasons Silver		101837
A	Starbucks	101825
A1	Make It Good	101639
Alien Ant Farm	Attitude	101641
Club 4 Strings	Take me Away	101642
Cosmic Gate	Exploration Of Space	101644
JFK	Sound Of Blue	101665
Korn	Here To Stay	101667
Liberty X	Just A Little	101668
Push	Tranzy State Of Mind	101670
Six By Seven	All My New Best F...	101694
Westlife	Bop Bop Baby	101728
Will Young	Light My Fire	101729
Elvis	A Little Less Convers...	101826
Eminem	Without Me	101827
The Hives	Main Offender	101831
PDiddy	I Need A Girl	101843
The Music	The People	101844
Oasis	Stop Crying Your...	101841
Misteeq	Roll On	101839
Ozzy Osbourne	Dreamer	101842
Sex In The City	TV Theme	101471
Freedom To Move	TV Ad	101418
Pop Idol	TV Theme	100921
A Team	TV Theme	405330
Ally McBeal	TV Theme	405443
Dallas	TV Theme	405342
Father Ted	TV Theme	405356
Flintstones	TV Theme	405083
Friends	TV Theme	405358
Star Wars	TV Theme	405409
Horse Of The Y...	TV Theme	406524
Question Of S...	TV Theme	405395
One On One	Anthem	101430
Three Lions	Anthem	101429
Abide With Me	Anthem	405608
Glory Glory	Anthem	406418
Mighty Quinn	Anthem	406436
Vindaloo	Anthem	406412
When The Saints	Anthem	406423
No Way Never	Anthem	406407
City Til I Die	Anthem	406410
Blue Is The C...	Anthem	406409
Follow Follow	Anthem	406434

new releases

tv themes

football

logos

NOKIA 3210 33** 51**
(nk402) 6*** 7110 8210
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england	favourites	symbols	sayings	music
210509	213396	101279	101119	101114
190761	101115	101304	101185	999925
101330	101068	101283	796028	101121
101456	213383	101288	101201	101142
101449	213386	101276	101144	101231
101445	214600	202815	180539	999950
190719	214609	212349	795551	101047
190716	214599	101243	101192	101029
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101471	101418	100921	405330	405443	405342	405356	405083	405358	405409
406524	405395	101430	101429	405608	406418	406436	406412	406423	406407
406410	406409	406434	101837	101839	101842	101844	101841	101839	101842
101843	101844	101841	101839	101842	101844	101841	101839	101842	101844

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Hot Chocolate	0119
Kylie Minogue	0512
Madonna	0516
Ricky Martin	0138
Spice Girls	0141
Sting	0142
Temptations	0147
Saturday Night Fever	0113
Will Smith	0148
Mick Jagger	0266
Britney	0351
Elvis	0083
Elton John	7017

famous

All G	0501
Ant And Dec	7010
Austin Powers	0507
Ann Robinson	0522
Arnie	0200
Big Brother	7012
Blue	7016
Borat	0502
Chris Tarrant	0500
George Bush	0442
Garrett Gates	7023
Jack Nicholson	0159
Jamie Oliver	0507
Kermit	0264
Michael Owen	7019
Mission Impossible	0267
Phil Mitchell	7013
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"I'll tell you what, the last person to call was diabolical. He didn't leave a name, didn't leave a number. It was just sloppy!"

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"Hello Beckingham Palace here. Queen Victoria and Prince Brooklyn are out shopping at the moment."

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"You are so unlucky... unlucky, lucky, lucky... you are so unlucky to call..."

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"Hey if that's our kid I'm f***ing out aren't I. I'm f***ing having it large mate aren't I!"

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orange dial 123 - go to the menu. choose option 3 - 'change personal options'. then go to option 2 - 'change pin number'. you can now enter your unique pin number.
virgin & onezone hold down the number 1 key for a couple of seconds. at menu, select option 2 - 'change mailbox features'. select option 2 - 'change personal options'. select option 1 'change pin number'. you can now enter your own personal pin number.

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BROWSER

THIS BIT'S NEVER WRITTEN BY A STAFF WRITER. THIS MONTH, HARROW'S TOP JANITOR STEPS UP FOR A SHOT AT GLORY.



BROWSER

DVD

102

■ This year's biggest film arrives in a multitude of DVD varieties to rinse you of your hard earned wizard shackles.

BROWSER

UPGRADE

107

■ More tools to allow you to copy and transfer music in a perfectly legitimate way. It's just making backups...

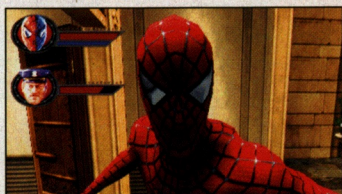


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■ You can decide what tops the charts! Simply buy 100,000 copies of any game and watch it rise to number one!



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■ Win a heap of retro TV DVDs. Next month we're giving away copies of *Going For Gold: The Classic Moments*.

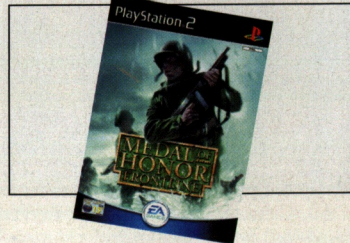


BROWSER

ESSENTIAL 50

112

■ On a schoolboy allowance wage, this lot will take you approximately 11 years to purchase. Start saving...



THE LORD OF THE RINGS (2001)



CONICAL HEADWEAR, ENCHANTED JEWELLRY AND OVERSIZED FEET GALORE. IT'S THE FIRST IN THE MOVIE TRILOGY THAT'S BIGGER THAN GOD.

- **Starring:** [Elijah Wood](#)
- **Director:** [Peter Jackson](#)
- **Certificate:** [PG](#)
- **Type:** [Fantasy](#)
- **Distributor:** [EIV](#)
- **Price:** [£44.99](#)



THERE'S LITTLE
doubt that this picture's release last year kick-started a newfound interest in dwarves, wispy zardism. Indeed for you couldn't get on out spying at least d office-droid suckling blkien's fantasma-

tomes. And against all the odds, even the most anal, wand-waving hardcore Hobbiteer embraced the flick too.

Peter Jackson's treatment was a resounding success. Thus, you've probably seen it, negating the need to proselytize further the merits of this vast and beautiful cinematic accomplishment. So let's get picky instead. Negatives are few and far between but one could note some occasionally ropy CGI – excess fuzz around the leading thespis gives the game away. If you're inclined you can also call to task the episodic structure of the piece (the leads go *here*, this happens,

they leave, go *here*, this happens...) but that's arguably unavoidable due to the source. And there's always that arse-battering running time; for some, three hours 28 minutes stuck in a buttock vice at their local flea-pit proved aggressively irritating, though to those whiners, we merely suggest a weight loss program. Or this DVD.

The picture *demand*s inclusion in all but the most world-cinematicentric of libraries, and not just for the main event either. The movie is being released in three [count 'em] different versions – we recommend the director's cut four-discer, complete with six hours of

supporting material. The movie itself is bolstered with 30 minutes of extra footage including a musical number, Frodo and Sam watching the elves going to the 'Undying Land' and additional scenes at Rivendell with Aragorn. We can't even fit all the extras on this page. One ring to rule them all indeed.

EXTRAS 30 mins extra footage, commentaries by director, cast & crew, multiple featurettes, 15 net shorts, trailers, TV spots, music video (Enya!), game preview, *The Two Towers* preview, tons more.

COUNTER CLOCK



53:24:48 Arrow on the hill

An epic cinematic battle, the like of which perhaps only *Gladiator* and *Braveheart* equal, ends in tragedy as Boromir perishes following a glorious stand-off with Sarumon's forces. The agony continues as the camera pans onto the grief stricken face of Legolas (Orlando Bloom), whose expression could touch the coldest of hearts.

EXTRAS, EXTRAS!

DOCU-MATION

There are no fewer than eight internet shorts about the film, although none of them focus on beards and how to save dwarves by their beards and general beard care tips or how to grow the best beard. Shame.



TV SPECIALS

You get two documentaries about the film – the Fox Network's special and the Sci-Fi Channel's *The Path To Middle Earth*. See behind the scenes and check out the stunning effects! In American!



THE TWO TOWERS

Top of the pile for most people will surely be the ten-minute preview of the second film in the *LOTR* trilogy (should that be trollogy? – SW), *The Two Towers*. Look out for the preview of EA's game, too.

24 [2002]



- Starring: Kiefer Sutherland
- Director: Various
- Certificate: 15
- Type: Conspiracy thriller
- Distributor: 20th Century Fox
- Price: £9.99



STILL RUNNING AS we write, 24 is of course the real-time conspiracy imported from the US by the BBC. Counter

Terrorist Unit worker Jack Bauer is having a very bad day. Firstly, his wife and daughter are kidnapped, and secondly he's blackmailed, drawn into an assassination plot against David Palmer, a black presidential candidate. But who's

behind it? Are there moles within Palmer's entourage and even in CTU itself? Is anybody telling the truth? And could credulity be stretched any further than when Bauer's wife gets amnesia after her car falls off a cliff... without her? Yes. But we don't care. Even *sans* US adverts there's 18+ hours of this, and very little is dull. The cast is huge but the plotting rapid and tight – you're moving too quickly to ponder the unlikelyness of it all. The alternate ending is a curio, and as for a second season... bring it on.

■■■■■■■■■■■ 8

EXTRAS Alternate ending, preview of second season.

■■■■■■■■■■■ 7

VANISHING POINT [1971]



- Starring: Barry Newman
- Director: Richard C Sarafian
- Certificate: 18
- Type: Road movie
- Distributor: 20th Century Fox
- Price: £9.99



THIS IS ONE OF THE most involving car chase films around. It can't beat *Bullit* for legendary cool, but – whisper it – as a movie it's more engrossing. The vast desert surrounding our taciturn hero mirrors the state of his soul better than a cityscape could, and certainly the car's as iconic as McQueen's Mustang – a supercharged 1970 Dodge

Challenger (the same car as Bo and Luke Duke' General Lee). Seventies America was a messed up place, and ex-racer/ex-cop Kowalski is as lost as anybody. Paid to deliver cars, he accepts a bet to get the Dodge from Colorado to California in 15 hours, but falls foul of freak hitchhikers, the crumbling American Dream and, eventually, the law. Aided by blind, black DJ stereotype Super Soul, Kowalski attempts to evade The Man, and eventually takes the only course to freedom he can find... Cool, thoughtful and thrilling.

■■■■■■■■■■■ 8

EXTRAS Nope.

■■■■■■■■■■■ 0

ROBIN AND MARIAN [1976]



- Starring: Sean Connery
- Director: Richard Lester
- Certificate: PG
- Type: Drama
- Distributor: Columbia-Tristar
- Price: £12.99



IT'S WET, ROMANTIC and sad, but this tale of an ageing Robin Hood (Connery) and his final tussle with The Sheriff of

Nottingham remains a little-seen PSW fave [little seen by anyone but the PSW editor, in fact]. Robin and Little John return from the Crusades to find Marian has entered a nunnery (D'oh!), King Richard is a crop-sucking loon-pot

and – once more – the Sheriff is threatening the good people of Sherwood. That'll teach him to gad about in the name of religious genocide. So it's a much less agile hooded one that gathers up his OAP crew for some familiar arrow pinging, sword craft and hiding in trees, and it's a gripping tale; but one with an underlying solemnity brought on by the inevitability of the climax. Sad though it may be, the picture's message remains: that it's not the strength of your body that counts, but the strength of your belief. Amen to that. Maybe.

■■■■■■■■■■■ 8

EXTRAS Nope.

■■■■■■■■■■■ 0

DVDINSIDER

IF YOU DON'T READ THIS BIT, EVERYBODY DIES



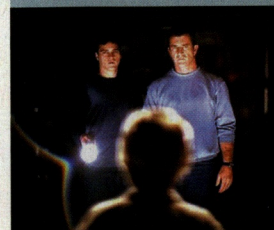
/MALICE IN TIDELAND

Terry Gilliam is working on an adaptation of *Tideland*, a novel by US author Mitch Cullin. The tale's little girl lead is described as an 'Alice', but this being Gilliam, the thing is dark... the girl's parents are junkies, and when her father dies in his chair, trapping her alone, she creates a fantasy world to escape to. Expect whacked-out visuals and a thoroughly engaging experience – and pray it doesn't suffer the same fate as the benighted, aborted Gilliam-pic *Don Quixote*.



/THE TURKS BEAT LARA CROFT INTO GREECE

TR2 is to finally start filming on August 26, but not at the locations helmsman Jan de Bont wanted. It seems Turkish bureaucracy is too tough even for the Croftster, and de Bont and pals simply can't be arsed with it anymore. Diving and action scenes that were to be shot at historically sensitive locations in Simena and Kekova-Ucagiz have been relocated to Greece, though shooting in England and Africa remains unaffected. Still no word on when shooting will begin, however, or even who is behind the script. Will this one be utter piss too? Or will Jolie be given the freedom to do the part justice? Tune in next week.



/WHAT GOES AROUND...

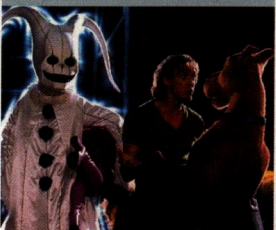
Touchstone Pictures is planning a PR stunt for its new Mel Gibson mystery *Signs* that's truly outstanding in its field. Here comes the joke. Touchstone workers will be out standing in fields creating crop circles in July and August, to tie in with those of the film, released September 13. Look out for them! Andithangyou!

**NOT JUST A WAITRESS,
BUT AN ACTRESS AS WELL**



The Brad Pitt-Case Blanchett starring sci-fi flick *The Fountain* still lacks a clear start date, having been pushed back due to Blanchett's baby-making status and concerns over budget (in excess of \$70 million). However, it sounds worth the wait. Not because of the promised visual lustre in the mode of *The Matrix* (what, spinning cameras? Oh God), but because of the script. The film has been described as a 'sci-fi love story', but with the emphasis firmly on weird.

Nerd site Ain't It Cool reports: "[it] starts in the jungle with a giant battle sequence. Spanish guys versus Mayan warriors. There's a temple... a secret and then we jump to the year 2500, a thousand years later and one guy from the opening is still alive somehow and he's in this spaceship going to the edge of the universe for a date with God... There's three different timelines, and Brad Pitt and Cate Blanchett play multiple characters from the different eras. She plays a queen, a ghost, and a woman dying of cancer... You're gonna argue with your friends afterward for hours about what happened in the end." It all sounds rather cool.



Scooby Doo, the latest excuse to watch Sarah Michelle Gellar actually moving and speaking, and something about a cartoon dog, has been under the knife. The BBFC wanted six seconds cut if it was to keep its target PG rating rather than go to a 12. That would have meant taking less cash at the box office of course, so out it went.

The reason? Scenes of head kicking aren't for kids, apparently, although duplicity, criminality and pretending to be a ghost to scare the local kids away from the illicit whiskey distillery obviously are. And all references to sex and drugs were expunged early on. Warners is so pleased with it all that it's rushing into *Scobby Dooby Two*, if we can call it that. The sequel enters production next year, scheduled for a 2004 release.

A photograph showing three men in a dark room, likely a casino or gambling establishment. They are gathered around a table covered with numerous stacks of cash, suggesting a large-scale transaction or a high-stakes game. The man on the right is leaning over the table, while the other two stand behind him.

small Brit-crime
caper that was
notorious at time of
release for little
more than a guest

spot by art-house barra-boy Damon Albarn. Sadly, though, that's pretty much all this has to offer. Albarn's contribution is nominal, leaving big guns Carlyle and Ray Winston to spit bile, get rancid and kick-off big time on all and sundry. The

predicta-plot is from the 'one last job' school, but fortunately it appears even the writer took a shoeing two thirds in and coughed up some interest. Friends become enemies, deceit is exposed and measures must be employed. With a background of socialism in decay, the picture's message is too blunt and sadly the whole thing functions best as a 'brain off' mong-out – especially by the time you reach the increasingly unlikely ending. A perfectly reasonable time waster, but nothing of major import and not worth the purchase.

EXTRAS Trailer.

ROUND-UP

Bottom, The Fast Show, French & Saunders, Goodness Gracious Me, Harry Enfield and Victoria Wood all available (separately obviously).
MONKEY VOLUME 6: EP 16-19 Mad

2 Slags get nicked, motors get trashed, homoerotic thoughts get

thunked. **JULES ET JIM** 60s love triangle drama set in 1900s France and Germany, almost the exact opposite of: **THE GOONIES** Daft kid flick with treasure, grafted from the Spielberg pen.

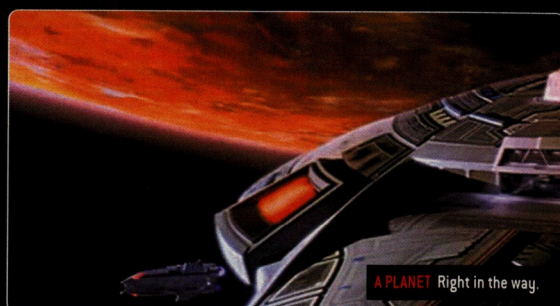
AN IMPRESSIVE NEW TRAILER HAS APPEARED ON THE NET, AND WE'VE GOT SOME STILLS FOR YOU...

IF YOU JUST CAN'T WAIT UNTIL THE FILM'S OFFICIAL RELEASE ON December 13, you can get yourself a good eyeful nonetheless at <http://nemesis.startrek.com>. Sadly if you want to see it full screen you'll need to splash out for Quicktime Pro, but a smaller version is available for free. It's definitely worth a look

It features some impressive action sequences, including a manic jeep chase and some stylishly moody destruction – and as the film's an even number (it's the tenth), *Star Trek* lore has it that the whole thing should be good. Only the odd numbers blow. As you'd expect, the space-based visuals are sumptuous, but the alien prosthetics and makeup remain rather in the Cornish pastu/Swarfega range.



GREEN EYED MONG See him.



A PLANET Right in the way.



BIG SWIRLY THING Careful.



LUSH Best looking Star Trek ever?

Star Trek Nemesis images © 2002 Paramount Pictures

DVD.TV NO.4 V

BACK BEFORE STAR TREK AND ALL ITS INTERMINABLE SPIN OFFS MADE SCI-FI INTO MELODRAMATIC SOAPS, ALIENS USED TO BE A BIT NASTY.



STARRING You'll spot Robert Englund, who played Freddie Krueger oh, 7000 times. You may also recognise Richard Herd as Paris from *Voyager* and Wilhelm in *Seinfeld*. The rest? Careers straight to video.

RAN FROM? *V* first aired in 1983, with a sequel the next year. A 19-part weekly series capped it off in 1985. Almost...

ABOUT? 50 gigantic UFOs appear, hovering over every major city on the planet. Alien leader John – yes – emerges and claims to have come in peace: they need certain chemicals to save their dying planet somewhere left of Sirius. He's lying reptilian

scum, however, as hero Mike Donovan rapidly finds out. But the media-savvy aliens divide and conquer, making scientists (who might rumble them) the scapegoats.

IS IT JUST SCHLOCK? Well, yes. But the intentions are there – the whole thing's a none-too-subtle allegory for the Holocaust, so there's a (Hitler) Youth movement and thousands of stupid, self-serving humans willing to send their fellows to their deaths for a coin. However, the script and acting are what you might politely call ropey. Or shit.

BEST MOMENT? Diana, the sexy brunette leaderette, massively dislocates her jaw in

order to eat a live Guinea pig in one gulp. This was cutting edge SFX in 1983 – each episode cost \$1m. Please note, however, that it all looks total pulp now.

WHAT ARE THEY DOING NOW? You know those amazing, glittery theatres on Broadway? They probably find the overhanging entrances keep the rain off really well at night.

WHAT CAN I BUY? Just the first four-hour chunk so far. And even though it's hokey, broadstroke stuff, there's something weirdly compelling about it. And the warring Diana (Jane Badler) and Lydia (June Chadwick) really were very sexy in those tight red suits.



MIND GOGGLING: \$1m an episode. Not one cent on eyewear.



IT'S OVER... I can hear the pulse of an oncoming axeing...



A STAR Like the aliens, Jane Badler conquered the world...

QUE?



NEVER ENDING STORY

Although a script was written, the conclusion of all this fighting was never filmed. The show was axed due to falling ratings and being quite bad. This meant

several cliffhangers were never resolved: the Visitors proclaim a ceasefire and the resistance go aboard the Mother Ship (duh!), and two humans – one a stow-away – board a Visitor shuttle. But Diana

has planted a bomb on it, and plans to blame the resistance. *Babylon 5* writer Joe Straczynski's script proposal for the final episode was rejected, but he may still write a book of it in future. Lucky us.



WORLD OF SUANE NO.17 ONE FLEW OVER THE CUCKOO'S NEST (1975)

THE SUN HAS GOT HIS HAT ON, HIP HIP HIP HOORAY. NOW DRAW THE CURTAINS AND WATCH THIS.

- **Starring:** Jack Nicholson
- **Director:** Milos Forman
- **Certificate:** 18
- **Type:** Horror
- **Distributor:** Warner Home Video
- **Price:** £11.99



ISN'T THIS ABOUT MENTALS?

This is about society. But it's set in a mental hospital – very apt.

SO WHAT OCCURS, HOMES?

RP McMurphy (Nicholson) gets himself committed as a way of avoiding regular time in a normal prison. He can be violent, but he's intelligent, strong hearted and an individual. Just what the state – the chilling Nurse Ratched

(Lousie Fletcher) – doesn't like.

SO WHAT HAPPENS?

McMurphy vows to break her implacable regime, unaware of the true power she wields. He energises the other patients, whom Ratched has calmly, psychopathically repressed. His actions are therapeutic, ironically, while hers merely crush the individual, supposedly 'for the good of the majority', the most popular political excuse for heinous tyranny.

SO MCMURPHY'S A REBEL. WHY DO I REMEMBER A HUGE INDIAN?

The huge Indian is utterly subjugated, as is his race in the outside world. McMurphy's friendship helps him become 'as



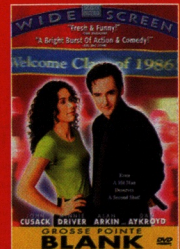
big as an oak' again, to become an individual and live. Ken Kesey's source novel is actually told from the point of view of the 'Chief', but here the baton is passed to him late on, to leaven an otherwise black ending.

DO SAY: "It's heartbreaking, beautiful filmmaking with an enraged conscience."

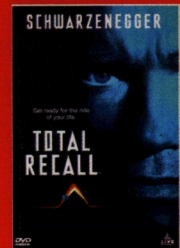
DON'T SAY: "Them mental are real funny. Retards make me snort like I'm stoopid."

HAPPY SHOPPER?

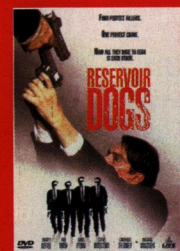
ACCIDENTALLY PAID ALL YOUR BILLS THIS MONTH? GOT SOD ALL LEFT?



GROSSE POINTE BLANK
£8.99, 15, 19, blackstar.co.uk
Cusack/Akroyd's brilliant black comedy about assassins co-stars the lovely Minnie Driver and a deeply fit soundtrack. Buy. It.
EXTRAS: Not really, the bastards.
■■■■■■■■■■■ 9



TOTAL RECALL
£8.99, 18, 1990, play.com
Classic Arnie – and for this price it just seems wrong to miss out, even if you have seen it 20 times. Shame about the extras, though.
EXTRAS: Making-of, trailers.
■■■■■■■■■■■ 8



RESERVOIR DOGS
£8.99, 18, 1991, play.com
Superb, of course, and it'll make your collection look really clever. In an ironic way, that is.
EXTRAS: Quentin Tarantino's introduction, trailer
■■■■■■■■■■■ 9



THE SHINING
£9.99, 18, 1980, streetonline.co.uk
One of the best horror films ever. "You were the caretaker here, Mr Grady..." Still as perfect as ice.
EXTRAS: Sadly, nothing worthy.
■■■■■■■■■■■ 9

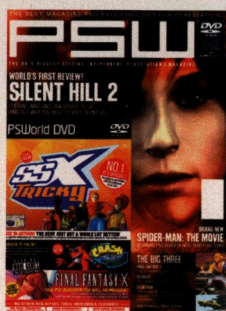
BACK2BACK

YOUR LIFE IS NOT COMPLETE WITHOUT A COMPLETE COLLECTION OF PSW. SORT IT OUT!
ORDER YOUR MISSING ISSUES NOW AND YOU'LL BE FORGIVEN. ALL COME WITH DVDS.



ISSUE #20

Read the A-Z of gaming, while *Red Faction* and *NBA Street* are taken to pieces in our solutions section. Plus *Devil May Cry* on the DVD!



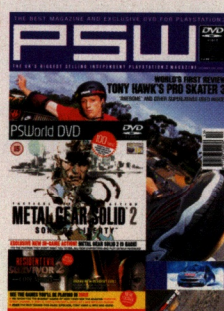
ISSUE #21

The world's first review of *Silent Hill 2* is joined by a solution for *Resident Evil: Code Veronica X*, while *SSX Tricky* features among others on the DVD.



ISSUE #22

What you'll be playing in 2002, ten whole pages of *Tekken 4*, not to mention *Tony Hawk 3* on the DVD. Yes, it's another stonker of an issue!



ISSUE #23

The first part of our complete *Silent Hill 2* solution is joined by exclusive *Metal Gear Solid 2* DVD footage and a free *Tony Hawk's 3* guide.



ISSUE #24

A world exclusive report into the making of *TimeSplitters 2* is complemented by the second part of the *Silent Hill 2* solution.



ISSUE #25

Agent Under Fire is given the walkthrough treatment, coupled with a world exclusive preview of *Medal of Honour*. *Spider-Man* is on the DVD.



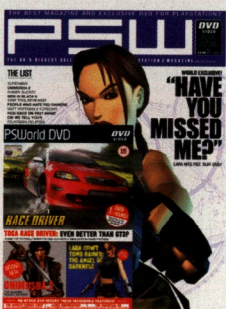
ISSUE #26

Metal Gear Solid 2 gets cracked wide open with a massive walkthrough, while *Virtua Fighter 4*, *GT Concept* and *Final Fantasy XI* are on the DVD.



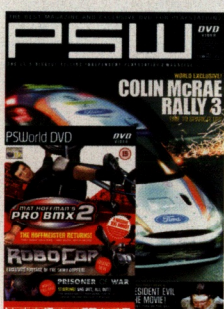
ISSUE #27

The world's first look at *TOCA Race Driver* leads the pack, followed closely by a pair of *Star Wars* exclusives. Tips-tionary 2 completes the package.



ISSUE #28

Lara Croft returns in the mag and on DVD, while *Star Wars Racer Revenge* and *Maximo* get the full-on tips treatment. Also, see the new *TOCA* on DVD!



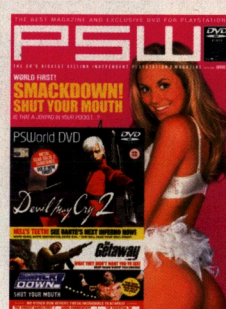
ISSUE #29

With more 'Mac' puns than you'd think possible, this has a free *Medal of Honour Frontline* collector's book and a complete walkthrough for *Deus Ex*.



ISSUE #30

Another info-packed Tips-tionary, the opening segment of an epic *Final Fantasy X* walkthrough, plus *Colin McRae 3* and *Tomb Raider* on the DVD.



ISSUE #31

Ooh! It's Stacey Keebler from the WWE! And look, there's the second part of the *Final Fantasy X* solution too! And *Devil May Cry 2* on the DVD!

Just phone our hotline now on **01858 438825**, or send a cheque for the correct amount made payable to Computec Media, to the following address. Be sure to include details of which back issues you require.
PSW SUBSCRIPTIONS, TOWER HOUSE, SOVEREIGN PARK, MARKET HARBOROUGH, LEICESTERSHIRE, LE16 9EF.

£6
EACH INC. POST

SORRY!

Due to popular demand, issues 1, 4, 5, 6, 7, 9 and 10 are completely sold out. So let that be a lesson to you. Order your back issues now! DVD with issues 11 onwards.

THEY'RE GOING FAST! – CALL 01858 438825

1



2



3



4



UPGRADE

SEEMS INNOCENT, BUT THIS IS HOW THE DALEKS STARTED. STOP TECHNOLOGY NOW!

1

SMALL PACKAGE, BEST THING

The new digi Ixus. The resolution is still 2.0 mega pixels, but they've added more photo effects, direct printing options and a night time long exposure setting for taking photos in the dark. The sexiest camera in the world.

■ Canon Digital Ixus 330 £399
■ Canon: 0800 616 417

2

MP-FREEDOM

Portable CD players are fashionable again – as long as they have an MP3 logo on them so observers know you're not playing a standard CD. You are, in fact, playing an edgy selection of MP3 bootlegs. Some remixed by yourself.

■ Panasonic SLMP35 £89
■ Panasonic: 08705 357 357

3

SOLID STATE RECORDER

What a staggering device. Record directly to a Panasonic memory card from any source you fancy, or play standard CDs and MP3 tunes on its CD player. Or just sit there with it on your lap as people gaze in awe of its modernness.

■ Panasonic SV-SR100 £399
■ Panasonic: 08705 357 357

4

PALE BLUE VELVET

Last month we had the T68. Now they're up to the T200 already. How is a man supposed to keep his phone up to date in the face of such rapidly changing cell-fashions? You must upgrade. It is survival of the coolest.

■ Sony Ericsson T200 £69 (+contract)
■ Sony Ericsson: 08705 237 237

LONG RANGE
FORECASTWE'VE USED UP ALL OUR
WEATHER PUNS NOW.
PLEASE SEND US SOME IN.

MADDEN NFL 2003

PUBLISHER: EA SPORTS
TYPE: US FOOTY RELEASE: AUGUST

NFL 2003 will be the first Madden game to take advantage of PS2's online capabilities. The game features an online lobby area where players can meet the man John Madden himself and challenge him to a match. As the season progresses, updated club rosters can be downloaded so that the game is kept bang up to date with the NFL world.

OUTLOOK: BALMY



ULTIMATE FIGHTING CHAMP

PUBLISHER: UBI SOFT
TYPE: FIGHTING RELEASE: SEPTEMBER

The guys who made the original *Ultimate Fighting Championship* on PSone have now jumped ship to make *Pride FC* for THQ, so Ubi Soft is working on a brand new instalment of no holds barred fighting in any flavour you choose. Kick boxing, karate, judo or basic street brawling can all be employed to pound your rival into a mushy pulp.

OUTLOOK: BALMY



NBA LIVE 2003

PUBLISHER: EA SPORTS
TYPE: BASKETBALL RELEASE: SEPT.

EA Sports in radical makeover shocker. *NBA Live 2003* isn't just the usual cosmetic update. Every single move has been tweaked, and the player intelligence has been revamped to make the game far more intuitive and realistic. Shots on the fly, accurate rebounds, intelligent blocking and abrasive contact play have all been overhauled.

OUTLOOK: BALMY



TITLE	PUBLISHER	TYPE	RELEASE
AUGUST			
TEKKEN 4	NAMCO	FIGHTING	9TH
AGGRESSIVE INLINE	ACCLAIM	EXTREME SPORTS	16TH
FIREBLADE	MIDWAY	SHOOTING	16TH
TOCA RACE DRIVER	CODEMASTERS	DRIVING	23RD
TAZ WANTED	INFOGRAMES	PLATFORM	23RD
LEGEND OF ALON D'AR	UBI SOFT	ADVENTURE	23RD
MAT HOFFMAN'S PRO BMX 2	ACTIVISION	EXTREME SPORTS	30TH
PREMIER MANAGER 2002	INFOGRAMES	FOOTBALL MANAGEMENT	30TH
DISNEY GOLF	EA	GOLF	30TH
SEPTEMBER			
NEED FOR SPEED: HOT PURSUIT 2	EA	DRIVING	6TH
DINO STALKER	CAPCOM	SHOOTING	6TH
STUNTMAN	INFOGRAMES	DRIVING	6TH
ULTIMATE FIGHTING CHAMPIONSHIP	UBI SOFT	FIGHTING	6TH
SIMPSON'S SKATEBOARDING	EA	EXTREME SPORTS	13TH
RUN LIKE HELL	VIRGIN	ACTION ADVENTURE	13TH
MADDEN NFL 2003	EA SPORTS	AMERICAN FOOTBALL	20TH
MX SUPERFLY	THQ	DRIVING	20TH
PROJECT ZERO	WANADOO	ADVENTURE	20TH
COLIN MCRAE RALLY 3	CODEMASTERS	DRIVING	27TH
KELLY SLATER'S PRO SURFER	ACTIVISION	EXTREME SPORTS	27TH
NBA LIVE 2003	EA SPORTS	BASKETBALL	27TH
NHL 2003	EA SPORTS	ICE HOCKEY	27TH
TIMESPLITTERS 2	EIDOS	SHOOTING	27TH
THE SUM OF ALL FEARS	UBI SOFT	SHOOTING	27TH



DISNEY GOLF PUBLISHER: EA TYPE: GOLF RELEASE: AUGUST

The most under-supported genre on PS2 has to be the golf game. If you fancy a relaxed stroll down the fairway and a break from all that shooting and fighting, it's *Tiger Woods* and... er, that's it. Oh yes, there was *Swing Away Golf* many moons ago but that's your lot. So it's good to see EA

Sports complementing their *Tiger Woods* games with this light hearted effort. We're hoping that it fills the same niche that *Everybody's Golf* did on PSone, so long as they don't make it too childish.

OUTLOOK: BALMY



NHL 2003

PUBLISHER: EA SPORTS
TYPE: ICE HOCKEY RELEASE: SEPTEMBER

What's new this year? So far nothing radical. The gameplay that was spot on last year remains. It's the atmosphere and spectacle that have been tinkered with for this 2003 version. Every season is approached in a story book fashion, with the camera focusing on players who have shone in previous games. This one's looking good.

OUTLOOK: SUNNY



PROJECT ZERO

PUBLISHER: WANADOO
TYPE: ADVENTURE RELEASE: SEPTEMBER

We never get bored of scary mansions, although we do like to be packing heat when we venture into them, *Resi* style. In this case all you've got is your sixth sense which enables you to see spirits and souls. Armed with a paranormal camera you can take snapshots of lost souls to make them disappear – just remember to keep them in focus.

OUTLOOK: BALMY



SIMPSON'S SKATEBOARDING

PUBLISHER: EA
TYPE: EXTREME SPORTS RELEASE: SEPT.

Simpsons Road Rage was a poor imitation of *Crazy Taxi*, so let's hope this doesn't end up being a nerdy cousin of Mr Hawk. The idea of tearing around in such a familiar and well loved setting is so much more enticing than yet another nondescript skate park. Bart, Lisa, Homer and the rest of Springfield's motley crew will feature throughout.

OUTLOOK: CLOUDY



ANTICIPATION KEY WHAT ALL THOSE LITTLE ICONS ACTUALLY MEAN.

SUNNY
What you should
be saving forBALMY
Looking good for
the weekendCLOUDY
Not bad, may
improve laterRAINY
We all know it's
going to suckLIGHTNING
Has the potential
for disaster

PS2 TOP 10

- 1/ MEDAL OF HONOR FRONTLINE**
At last, a PS2 shooter to be proud of. Everybody should experience this.
■ 1-4 players ■ Reviewed Issue #30 **PSW 10**
- 2/ SPIDER-MAN**
The PSone game was a classic, this one is not. Don't be fooled by the name.
■ 1 player ■ Reviewed Issue #30 **PSW 6**
- 3/ FINAL FANTASY X**
It's taken a long, long time to change the words into English but it's finally arrived.
■ 1 player ■ Reviewed Issue #29 **PSW 9**
- 4/ 2002 FIFA WORLD CUP**
The official souvenir accompaniment to the World Cup. Recreate the glory.
■ 1-4 players ■ Reviewed Issue #29 **PSW 7**
- 5/ GRAND THEFT AUTO 3**
Absolutely huge, fantastically free-roaming with weeks of fun on offer.
■ 1 player ■ Reviewed Issue #22 **PSW 9**
- 6/ GRAN TURISMO 3 PLATINUM**
This one never leaves the charts. And now at £20 you'd be mental not to get it.
■ 1-2 players ■ Reviewed Issue #17 **PSW 10**
- 7/ DEUS EX**
It's all a conspiracy. Who's side are you going to choose? The decision is yours.
■ 1 player ■ Reviewed Issue #28 **PSW 9**
- 8/ RESI CODE: VERONICA X PLATINUM**
The best of the *Resident Evil* bunch. A gruesome but joyous slice of action.
■ 1 player ■ Reviewed Issue #20/30 **PSW 9**
- 9/ VAMPIRE NIGHT**
'Short and sweet' just about sums up this criminally brief shooting romp.
■ 1-2 players ■ Reviewed Issue #26 **PSW 6**
- 10/ F1 2002**
Selling well, even though they still haven't fixed the awful handling.
■ 1-4 players ■ Reviewed Issue #30 **PSW 6**

DVD TOP 10

- 1/ HARRY POTTER & THE PHILOSOPHER'S...**
Slightly over-long, but very faithful to the books and rather charming.
■ Rating: PG **PSW 7**
- 2/ PREDATOR: SPECIAL EDITION 2 DVD**
Arnie at his very best. Big, bulky men with guns, bonding in the jungle
■ Rating: 18 **PSW 8**
- 3/ SPEED: SPECIAL EDITION 2 DVD**
Sandra Bullock in the days when she was good, and Keanu trying to be.
■ Rating: 15 **PSW 7**
- 4/ APOCALYPSE NOW REDUX**
A work of such magnitude and beauty, it should be in everyone's collection.
■ Rating: 18 **PSW 9**
- 5/ X FILES: NOTHING IMPORTANT...**
Yet another pouting performance from the delectable Scully, and some aliens.
■ Rating: 15 **PSW 7**
- 6/ IRON MAIDEN: ROCK IN RIO 2 DVD**
Are they still going? Does anybody still dress like that? Apparently so.
■ Rating: PG **PSW 2**
- 7/ JAMES: GETTING AWAY WITH IT LIVE**
See James perform all of their hits live. Including *Sit Down* and... some others.
■ Rating: PG **PSW 4**
- 8/ THE USUAL SUSPECTS**
Even if you know who Kaiser Soze is, it still stands up to repeat viewing.
■ Rating: 18 **PSW 8**
- 9/ THE GREAT ESCAPE**
Is there anybody in the entire world who hasn't seen this classic yet?
■ Rating: PG **PSW 9**
- 10/ STAR TREK: NEXT GENERATION BOX**
The entire second series in one tasty box set. Don't let the geeks put you off.
■ Rating: PG **PSW 8**

PS2 RENTAL

- 1/ MEDAL OF HONOR: FRONTLINE**
You simply must have this game in your collection. It'll blow you away.
■ 1 player ■ Reviewed Issue #30 **PSW 10**
- 2/ FINAL FANTASY X**
Jaw dropping visuals and the usual gargantuan quest make this the best yet.
■ 1 player ■ Reviewed Issue #29 **PSW 9**
- 3/ DEUS EX**
Deep, dark and dangerously addictive. This huge game will eat up your life.
■ 1 player ■ Reviewed Issue #28 **PSW 9**
- 4/ SPIDER-MAN**
Awkward fights, confusing cameras... How did they mess up a PSone classic?
■ 1 player ■ Reviewed Issue #30 **PSW 6**
- 5/ VAMPIRE NIGHT**
Good looking light gun entertainment that's way, way, way too short.
■ 1-2 players ■ Reviewed Issue #26 **PSW 6**
- 6/ METAL GEAR SOLID 2: SONS OF LIBERTY**
The return of Solid Snake was well worth the wait. Has anyone not played it yet?
■ 1-4 players ■ Reviewed Issue #25 **PSW 9**
- 7/ MIKE TYSON HEAVYWEIGHT BOXING**
The fight fan's game of choice. Realism over thrills makes for a plodding affair.
■ 1-2 players ■ Reviewed Issue #29 **PSW 7**
- 8/ ISS 2**
A bit of a lower league battler this one. Can't compete the quality of *PES* or *FIFA*.
■ 1-2 players ■ Reviewed Issue #29 **PSW 6**
- 9/ BRITNEY'S DANCE BEAT**
Now that Justin's away, Britney fans can play with the overprotected girl herself.
■ 1-2 players ■ Reviewed Issue #30 **PSW 7**
- 10/ LMA MANAGER 2002**
The best management game ever. Just remember you've got a life and a partner.
■ 1 player ■ Reviewed Issue #28 **PSW 9**

GAME

Software chart supplied by Game

HMV

UK DVD sales chart compiled by HMV

BLOCKBUSTER

UK PS2 rental chart compiled by Blockbuster

On the broadened horizon...

BOOK



PORNO — IRVINE WELSH

Welsh returns to his *Trainspotting* characters. Ten years on, the focus is now on Simon "Sick Boy" Williamson. His attempts at being a father, husband, businessman, hustler and pimp have all failed, so he now dreams of directing and producing his very own hit pornographic movie.

OUT: August 29th

MOVIE



EIGHT LEGGED FREAKS

In the classic mould of 50s B-movies, *Eight Legged Freaks* centres on a small US town overrun by chemically mutated giant spiders. Rather like the fantastic *Tremors*, it doesn't take itself too seriously, but the frights and gore will still have you watching through your fingers. Chilling.

OUT: August 16th

TV



BARCLAYCARD PREMIERSHIP 2002/2003

The players haven't washed the sweat from their soaking shirts, the fans are still mugged out with jet lag but the World Cup is yesterday's news. Why? Because the Premiership's back of course. It's wall to wall footy for the next eight months. Sorry girls but we love it.

ON: August 17th

LIVE



READING FESTIVAL

Or 'Mudfest 2002' depending on the weather holds out. The Strokes, Foo Fighters, Guns 'n' Roses, The Prodigy, Pulp and Slipknot headline the three day weekend. You can also catch all these acts at the Leeds Festival at Temple Newsam Park, which is on the same dates.

ON: 23rd-25th August
Tickets: 0207 344 0044

IS THIS YOU?

"No, not again!" whines Mikey as he's ordered to another mystery UK location to photograph a member of Her Majesty's public leaving a video game emporium. "When I get arrested, I'm blaming it all on you!" he threatens. Like we care. So, is this you? If it is, you've won a prize! Give us a bell to find out what.

PHONE 07000 785 862 TO CLAIM YOUR REWARD.



DISTRACTIONS

WHERE PROMOTIONAL PEOPLE TRY TO ASSOCIATE THEIR GAMES WITH HAPPINESS BY GIVING AWAY FREE THINGS.

WIN!

A HELP THE AGED SPECIAL: RETRO DVD-TACULAR!

SAPPHIRE AND STEEL. REMEMBER THAT? WE DO. AND IF YOU DON'T, THEN, WELL... YOU SHOULD.



THIS SHOW WAS GOD. TRULY TERRIFYING, groundbreaking and mind-blowing in equal measure, *Sapphire and Steel* left an indelible mark on the psyche of those lucky enough to catch it during the late 70s. Sapphire (Joanna Lumley) and Steel (David McCallum) were kind of time-cops, travelling to varying times and places attempting to rectify disturbances within the thread of time itself, disturbances which always nibbled at the viewer's spine and took a pair of pliers to their very soul. It's scary stuff and even those who've hardly seen it will be hard

pushed to deny its subdued power and barren horror. Interestingly, fact fans, when the series was first transmitted, the stories were not titled and the episodes not numbered. Even the *TV Times* could not work out when a story was in its final episode! Spooky in itself.

So for your chance to scoop a rather delightful 20 episode pack comprising the first three full length tales, simply give your answer to the following question, slap it on a postcard and utilise her Majesty's British mail to get it to us *toute suite*.

WHICH CULTY SHOW STARRED DAVID MCCALLUM AS ILLYA KURYAKIN?

- A) RANDALL AND HOPKIRK (DECEASED)
- B) THE PERSUADERS
- C) THE MAN FROM UNCLE

Send your entries to "I'm old, but I feel so alive", PSW, Computec Media, 55 Lowlands Road, Harrow, Middlesex, HA1 3AW.

EAT MY GOAL!

GOAL OF THE MONTH

PLAY PRO EVOLUTION SOCCER AND WIN A PAIR OF UMBRO FOOTY BOOTS!

THE PREMIERSHIP'S BACK SO WE'VE ALL GIVEN UP PLAYING as England and Brazil. Not that it's made any difference to the PSW hierarchy. Production honcho Tony has been going through a losing streak that's almost totally eroded his confidence. Desperate measures were called for to prevent Tony walking from the only game he truly loves, for good.

So we got a work experience chap in for a few weeks with the sole aim to use him as PES cannon fodder for our suffering Tone. What we didn't expect was for Nutter to be dragged down to Tony's despondent level by capitulating to the young upstart. "But you're a professional" we all cried as Lee stomped off in red-faced embarrassment. Without even kicking a ball there was a smile back on Tony's face. He might not experience an immediate return to winning ways with Foley still sticking five past him in each game, but he's now willing to fight for every ball in the knowledge that there are fellow PES players in a worse state than him.

There are also many more who are infinitely more talented, as can be seen in the entries for this month's Goal of the Month. Winner this time is Stuart Boardman of Leigh, Lancashire with an inventive chipped free kick, flicked on eventually to the Portuguese wizard Manuel Rui Costa who finishes with typical Latin flair. See it for yourself on this month's mammoth DVD (it's in the Bonus Section).

Then if you think you can do any better, save your best effort onto memory card and send it here to us at PSW (please allow 14 days for the safe return of said memory card). Head your entries 'Goal of the Month' and be sure to send them Recorded Delivery, just to be safe.

AND THE ADDRESS IS:

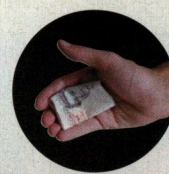
PSW Goal of the Month, PSW, Computec Media, 55 Lowlands Road, Harrow, Middlesex, HA1 3AW.



WARNING!

Sometimes a games company doesn't seem to want a game reviewed by us because, for its own reasons, it would rather just get it into the shops without us seeing it. IT WON'T WORK.

"LET'S NEVER SPEAK OF THIS..."



SHAMELESS GAME COMPANIES SEND US CARDBOARD BOXES FULL OF PR TAT. WE PASS IT STRAIGHT ON...

NUTTER WASN'T IN THE OFFICE THIS MONTH. IN HIS PLACE SAT A MOUSTACHIOED MALE WITH plastic spectacles and bad teeth. How we laughed when we realised that it really was Nutter, and that he'd attached a low-budget PR blag 'Spy Kit' to his hairy face. Crazy days... We'd only just stopped laughing when, two weeks later, an envelope the size of an adult sleeping bag arrived containing three motorised helicopters. When attached to the ceiling light fixture via a meter length of nylon, and pending the switching of the 'On' button, the choppers rotate around a small circle, thus providing literally minutes of entertainment. Pierce didn't get one – he was taking one of his ludicrously long fag breaks and missed the opportunity – but did get a box of Thorntons Continental Chocolates, which he then proceeded to devour without sharing any among his co-workers. That's why he's not very popular. And fat. And a bit smelly.



WANT TO WIN OUR CHOPPERS? (Insert your own joke here – we can't be bothered). Then send us a postcard with your details to: PSW, Computec Media, 55 Lowlands Road, Harrow, HA1 3AW and be sure to head your entries "MOUSTACHIOED MALE KIT". We'll pick a winner at random from them all.

THE WORST PS2 GAMES EVER AVOID AT ALL COSTS!

#9 EVER BLUE

>> WHAT IS IT?

We were under the impression that this was a Will Young song. But no. It's even worse than a Will Young song. You probably didn't believe that such an entity exists. Well it does, and you've suffered it. Just how low can you go?

>> WHAT'S IT ABOUT?

You play the role of a deep sea diver, mincing about the ocean waters in search of shipwrecks, hidden treasure, sunken temples and such like. You can then use the photography feature to capture these magical moments and sell them to the town photographer. Quite why you'd want to do that is completely beyond our comprehension.

>> AND THE RESULT?

By Christ, this is bad. And bad meaning lousy, not bad meaning good. Graphically it's very poor, shocking in fact, the whole thing moving at an irritatingly sedate pace, and the gameplay is basic and generally boring. Honestly, who's idea was this? Can we print their name so the readers can hunt them down?

>> IT CAN'T BE ALL THAT BAD?

It's the only diving game on PS2, and therefore totally unique. But so was John Merrick, and look where it got him.

>> HAD IT BEEN REVIEWED?

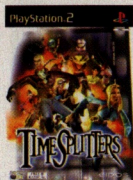
Diving fans (if such people exist) will have to look elsewhere. This would barely scrape a 2/10 review score.

ESSENTIAL 50

MADDEN AND STATE OF EMERGENCY VACATE THE PSW TOP HALF HUNDRED, REPLACED BY COMMANDOS 2 AND FREEKSTYLE.



PRO EVOLUTION SOCCER
■ RATED: 9/10
■ ISSUE: PSW #23
The most complete football game on any console ever. An essential buy.



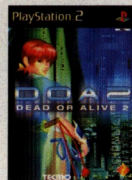
TIME SPLITTERS
■ RATED: 9/10
■ ISSUE: PSW #11
Great in solo mode, outstanding in four-player. If you're buying one shoot 'em up, get this.



NHL 2002
■ RATED: 8/10
■ ISSUE: PSW #23
Not everyone's cuppa, but ice hockey fans will delight in the vast range of options.



QUAKE 3
■ RATED: 9/10
■ ISSUE: PSW #16
Spectacular conversion of the PC masterpiece. Jumping made difficult with joystick.



DEAD OR ALIVE 2
■ RATED: 9/10
■ ISSUE: PSW #12
Visually astounding kung-fu kickery. It's initially difficult to master, but well worth the effort.



FORMULA ONE 2001
■ RATED: 10/10
■ ISSUE: PSW #17
A couple of minor bugs aside, this is every Formula One fan's dream come true. Essential.



GRAN TURISMO 3
■ RATED: 10/10
■ ISSUE: PSW #17
Everything you could possibly want from a driving game on one shiny disc. Remarkable.



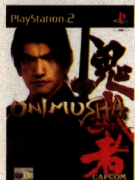
MTV MUSIC GENERATOR 2
■ RATED: 9/10
■ ISSUE: PSW #17
Create your own phat toons from scratch and annoy your friends.



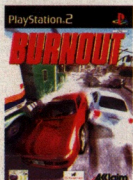
CRAZY TAXI
■ RATED: 9/10
■ ISSUE: PSW #17
Superb conversion of the high-octane arcade game, packed full of extras for PS2 owners.



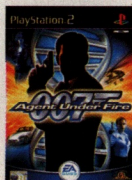
RESIDENT EVIL CODE: VERONICA X
■ RATED: 9/10
■ ISSUE: PSW #20
The biggest and best *Resi Evil* to date, but it's just a tad formulaic.



ONIMUSHA WARLORDS
■ RATED: 8/10
■ ISSUE: PSW #18
Excellent hack 'n' slash action adventure from the *Res Evil* people.



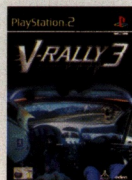
BURNOUT
■ RATED: 8/10
■ ISSUE: PSW #22
Nothing gets the adrenaline pumping quite like a game of *Burnout*. Mental high-speed racing.



JAMES BOND IN... AGENT UNDER FIRE
■ RATED: 8/10
■ ISSUE: PSW #24
The best bits of Bond rolled into one. Stealth, driving, blasting, the lot.



WIPEOUT FUSION
■ RATED: 8/10
■ ISSUE: PSW #25
More of the same from the latest *Wipeout*, but when it's this good, why bother changing it?



V-RALLY 3
■ RATED: 8/10
■ ISSUE: PSW #30
The best rallying on PS2, but not without its faults. We're still pinning our hopes on *Colin McRae 3*.



SSX TRICKY
■ RATED: 9/10
■ ISSUE: PSW #23
So updated it's practically brand new – spectacular, colourful and undeniably hip.



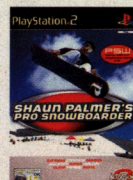
HALF-LIFE
■ RATED: 8/10
■ ISSUE: PSW #23
Still the best PC game ever, and a stonker on PS2. You haven't lived until you've played it.



NBA STREET
■ RATED: 9/10
■ ISSUE: PSW #19
Gasp! A basketball game that's fun to play. Even if you don't like the sport, you'll love this.



READY 2 RUMBLE ROUND 2
■ RATED: 8/10
■ ISSUE: PSW #11
Comical fighters and a lighthearted approach make this the boxing champ.



SHAUN PALMER SNOWBOARDING
■ RATED: 8/10
■ ISSUE: PSW #23
Great two-player and a more trick-based ride than *SSX*, it's a real cracker.



ATV: OFF-ROAD FURY
■ RATED: 8/10
■ ISSUE: PSW #20
Thoroughly entertaining off-road racer, best played with mates.



LEGACY OF KAIN: BLOOD OMEN 2
■ RATED: 8/10
■ ISSUE: PSW #28
Few innovations, but a quality refresh of the *Tomb Raider*-style game.



SMUGGLER'S RUN 2: HOSTILE TERRITORY
■ RATED: 8/10
■ ISSUE: PSW #22
Brilliant terrain design and massive levels bring alive the A-B objectives.



METAL GEAR SOLID 2: SONS OF LIBERTY
■ RATED: 9/10
■ ISSUE: PSW #24
Mightily impressive espionage game, spoiled slightly by lengthy cut-scenes.



RED FACTION
■ RATED: 8/10
■ ISSUE: PSW #18
Innovative first-person shooter (the walls break) with good story, but jerky in two player.



SMASH COURT PRO TOURNAMENT
■ RATED: 8/10
■ ISSUE: PSW #29
The closest thing we've got to *Virtua Tennis* on PS2. It's got Kournikova in it!



ICO
■ RATED: 8/10
■ ISSUE: PSW #27
Beautifully chilled out adventure that challenges and puzzles without any need for violence.



BALDUR'S GATE: DARK ALLIANCE
■ RATED: 8/10
■ ISSUE: PSW #24
Beautiful sword-based slashing, with almost endless character upgrading.



MEDAL OF HONOR
■ RATED: 10/10
■ ISSUE: PSW #30
It's like reliving *Saving Private Ryan* from the soldier's view. The PS2's best shooter by miles.



JAK AND DAXTER
■ RATED: 9/10
■ ISSUE: PSW #25
An absolutely huge world to explore in the PS2's classiest platformer. Pure gaming escapism.



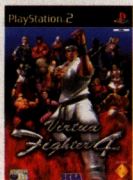
DEVIL MAY CRY
■ RATED: 10/10
■ ISSUE: PSW #22
Astonishing to watch and a blast to play. But boo to the big-bordered UK conversion.



SILENT HILL 2
■ RATED: 9/10
■ ISSUE: PSW #21
Disturbing, gory, unnerving, chilling, offensive... and all the better for it.



PARAPPA THE RAPPER 2
■ RATED: 7/10
■ ISSUE: PSW #27
Totally bizarre and genuinely funny, the only sore point is its brevity.



VIRTUA FIGHTER 4
■ RATED: 9/10
■ ISSUE: PSW #26
The ultimate fighting game. Incredibly detailed, lightning fast and crammed with strategic depth.



FINAL FANTASY X
■ RATED: 9/10
■ ISSUE: PSW #29
Watch it, listen to it, and occasionally play bits of it. High quality adventuring, short on interaction.



LMA MANAGER 2002
■ RATED: 9/10
■ ISSUE: PSW #28
Comprehensive, up-to-date, totally engrossing and – shock – pretty, too.



KLONOA 2: LUNAVEA'S VEIL
■ RATED: 8/10
■ ISSUE: PSW #22
Remarkably tranquil platforming experience with devious puzzles.



DAVE MIRRA FREESTYLE BMX 2
■ RATED: 8/10
■ ISSUE: PSW #21
Usual extreme sports maddery with all the typical Hawk's-esque fun.



MAXIMO: GHOSTS TO GLORY
■ RATED: 9/10
■ ISSUE: PSW #26
Stylish platformer with plenty of hack 'n' slash swordery. Top UK version, too.



GRAND THEFT AUTO 3
■ RATED: 9/10
■ ISSUE: PSW #22
Engrossing crime caper with stunning visuals and great story. The surprise hit of last year.



SPACE CHANNEL 5
■ RATED: 8/10
■ ISSUE: PSW #27
Catchy tunes and gorgeous visuals make this pure rhythmic button-pressing nirvana.



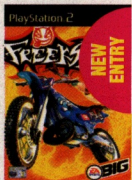
ACE COMBAT 4: DISTANT THUNDER
■ RATED: 8/10
■ ISSUE: PSW #25
Exhilarating aerial combat. This is *Top Gun* in everything but name.



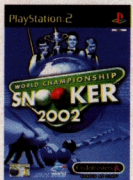
MOTO GP2
■ RATED: 7/10
■ ISSUE: PSW #25
Still not a complete season's tracks, but slick handling and all the new liveries make it worthwhile.



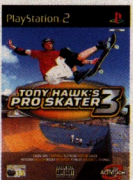
COMMANDOS 2: MEN OF COURAGE
■ RATED: 8/10
■ ISSUE: PSW #31
Only the most patient need sign up for deep strategy this satisfying.



FREEKSTYLE
■ RATED: 8/10
■ ISSUE: PSW #31
The legacy of *SSX* reaches the dirty world of motocross, and *Freekstyle* is almost as delicious.



WORLD CHAMPIONSHIP SNOOKER 2002
■ RATED: 8/10
■ ISSUE: PSW #21
Fantastic ball physics, strangely relaxing to play.



TONY HAWK'S PRO SKATER 3
■ RATED: 9/10
■ ISSUE: PSW #23
Fast, hard to master and full of beauty. Excellent replay value. Get it now.



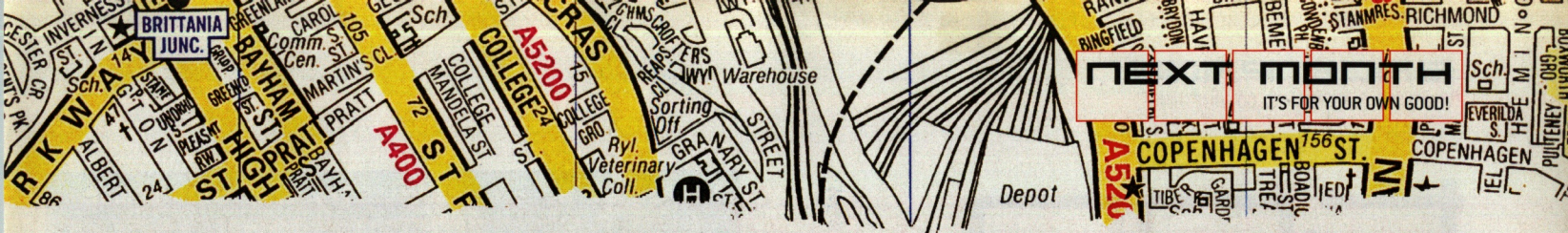
EXTREME G-S
■ RATED: 8/10
■ ISSUE: PSW #20
Faster than a greased cougar down a water chute. Fabulous futuristic racing fun.



DEUS EX
■ RATED: 9/10
■ ISSUE: PSW #28
Irritatingly jerky in places, but even that can't ruin this deep, dark and dangerous game.



FREQUENCY
■ RATED: 9/10
■ ISSUE: PSW #29
Rhythm-action with tunnels and various styles of throbbing tunes. The best of the musical bunch.



THE BLAG'S GOING DOWN

A CRIME WAVE IS HEADING FOR LONDON. IT'S YOU.



THE GETAWAY: WE'RE PLAYING IT RIGHT NOW!

FORGET EVERYTHING YOU THINK YOU KNOW. ONLY WE CAN PREPARE YOU FOR THE GRITTY TRUTH – IS THE GETAWAY BETTER THAN GTA 3? FIND OUT ONLY IN PSW! EXCLUSIVE FEATURE AND FOOTAGE GUARANTEED!

FEATURED ON THE PSW DVD

METAL GEAR SOLID 2: SUBSTANCE / NEW RED FACTION 2 / MASSIVE TIMESPLITTERS 2 BASH / THE SIMS / JAMES BOND 007 IN... NIGHTFIRE / TONY HAWK'S PRO SKATER 4 / TUROK EVOLUTION / WRC 2 AND MORE!

ON SALE 29 AUGUST: IMITATORS BE DAMNED!

CONTENT SUBJECT TO CHANGE WITHOUT NOTICE

top 10

REINVENTED SNACKS. THE GARAGE FOOD MARKET IS KILLER – AND BIG BRANDS ARE DESPERATE TO STAY AHEAD. BUT WHO PULLS IT OFF?

1



JAFFA CAKES MUFFIN

Maybe a bit gauche against other muffins, but stands up brilliantly against its cake parents. A rather feeble, listless chocolate topping is soon offset by some sort of lower liquid strata – orangey yet syrupy, it manages to thrill with its zest without

becoming trite. The foundation muffin is light and flexible. Aroma is cheekily redolent of its ancestry. Moistness is high. ■ VERSUS THE ORIGINAL? Carves a niche. Review cakes were flaccid – is the mighty Jaffa empire overstretching itself?

2



SNICKERS FLAPJACK

A leftfield snack, a bi-laminated choc/oat plank with enough weighty heft to need an atomic number. Notably moist but somehow perilously fragile... sort of tastes like a horse's fart, only sweeter and much nicer than you'd think. Datty. Maintains a superior stance throughout: craftsmanship in action and chocolate. ■ VERSUS THE ORIGINAL? Athletic without stepping on Poppa's toes – a goer.

3



KIT KAT CHUNKY

The classic, biscuit-heavy taste, but here Kit Kat is resting on its laurels. Chunky is merely a big replica, bringing nothing new – why not just hold a normal one closer to your eye? But the stacked internal girder section gives impressive tensile strength: you'll never lose control of this one. Trading on past glories, but still awesome. ■ VERSUS THE ORIGINAL? With only seven extra grammes on board, this struggles.

4



HULA HOOPS SHOKS

Misspelling just forgivable given the cuboid environment... Bigtime Saucy (reviewed) is passionate, heavily wooded but synthetic, acquitting itself with a dusty yet weepingly tenacious finish. Small size means temptation to 'drink' the whole packet at once is high: but miss out on flavour-dust fingers? You'd be mad. ■ VERSUS THE ORIGINAL? A circle in a square hole. It's like the future, now.

5



DIET COKE WITH LEMON

Three steps from the original Great Taste Of Coke? Our preview stage fears were well founded. Shying clear of 'Lemon Diet Coke' or 'Diet Lemon Coke' has done 'Diet Coke With Lemon (New)' no favours – this is like Fairy Liquid, but without the zesty cleanliness or soft hand benefits. Still, it doesn't make you vomit like that does.

■ VERSUS THE ORIGINAL? The saccharine taste is masked, but at what price? Woe.

6



MILKYBAR MUNCHIES

Brave step into the adult snack market, but can white chocolate ever throw off the image of lame, sickly children with allergies? These breast-shaped oddities – with crouching honeycomb nubs hidden shockingly within – are an unconvincing and feckless chocolate. In a phrase? Like Cliff Richard in a leather jacket.

■ VERSUS THE ORIGINAL? Simply too milky to be part of the establishment.

7



RAC 124

Perhaps we should be unsurprised that a motoring organisation knows little or nothing about making drinks. 124's can is strangely hard to open – we had to call the RAC and borrow a screwdriver. Taste? Reminiscent of overripe cherries shot through a wet sports sock into a glass, with a crisp edge and very violent finish.

■ VERSUS THE ORIGINAL? Completely fails to get your car started again.

8



MARS DRINK

Less of a drink than a slapping, Mars Drink (clever name) tastes like a wooden ruler and has the ill metallic ambience of the radioactive core from a scrapped nuclear submarine. The heavy whey presence distracts, although the E407 does break through the E412 on the aftertaste, giving the emulsifier extra boost on the back of the palate.

■ VERSUS THE ORIGINAL? Helps you die.

9



COCO POPS CEREAL & MILK BAR

A shambles. Coco Pops' attempt to corner the lucrative 'bar' market is an arid, childlike pillar of dusty inflated rice pods welded up in an ill-conceived dairy cement. The silhouette promises calorific billions; the truth is harder to swallow. Lifeless and bad, also sparse.

■ VERSUS THE ORIGINAL? Source foodstuff is only famous for ruining milk.

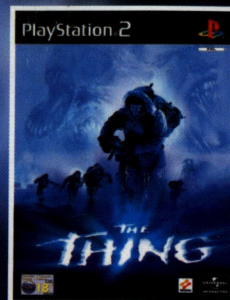
10



TWIX TOP

Spatula-esque with a pleasing pine finish on the underside and high-grip base pattern. But the lazy, pinstriped topping and sickly drizzle of inter-ingredient toffee is feeble and unconvincing. The six pack comes with instructions (in lunch boxes... for leisure time...) but still can't excuse itself. Made from leftovers and crumbs? Not in legal terms, no.

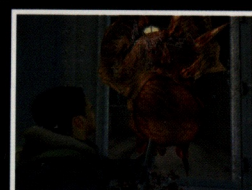
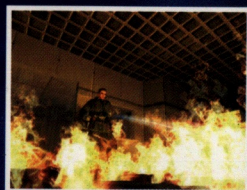
■ VERSUS THE ORIGINAL? Sags like tits.



t r u s t m e . . .

c o m i n g s e p t e m b e r 2 0 0 2

THE
THING™



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A = 01
Abe's Exoddus
Abe's Odysee
Action Man Dest. X
Aladdin: Nasira's Rev.
Alex P's Player Man. 2001
Alien Resurrection
Alien Trilogy
Alone in the Dark 4
Alundra
Alundra 2
Amerzone
Ape Escape
Arc The Lad
Army Men 3D
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: Omega Sold.
Atlantis

B = 02
Batman and Robin
Battle Tanx Global Ass.
Blade
Breath of Fire 3
Breath of Fire 4
Broken Sword 1
Broken Sword 2
Bugs & Taz: Time Busters

C = 03
C&C: Red Alert
C&C: Retaliation
C-12 Final Resistance
Carmageddon
Chase the Express
Chicken Run
Civilisation 2
Colin McRae Rally
Colin McRae Rally 2
Command & Conquer
Constructor
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing

D = 04
D Mirra BMX: Max Remix
D. Nukem: Time to Kill
David Beckham Soccer
Destruction Derby Raw
Die Hard Trilogy 2
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Dino Crisis
Dino Crisis 2
Disc World 2
Discworld Noir
Doom
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z
Dragonball Z: Final Bout
Driver 2
Duke Nukem
Duke Nukem: L of Babes
Dukes of Hazzard
Dune

E = 05
Eagle One Harrier Att.
ECW Hardcore Rev.
Evil Dead
Exhumed
F = 06
F1 2000
FA P. Lgue F'ball Man.'01
Quake 2

FA P. Lgue F'ball Man.'00
Fear Effect
Fear Effect: Retro Helix
FIFA 2000
FIFA 2001
FIFA 2002
FIFA 98
FIFA 99
Fifa World Cup 2002
Final Fantasy 4
Final Fantasy 5
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Freestyle Scooter
Future Cop LAPD
Future Cop LAPD
G = 07
Galerians
Gran Turismo
Gran Turismo 2
Grand Theft Auto
Grand Theft Auto 2
Grandia
Grinch
GTA: London 1969
H = 08
Harry Potter
Heart Of Darkness
Hidden & Dangerous
Hogs of War
Hybrid

I = 09
In Cold Blood
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job
J = 10
James Bond: 007 Racing
James Bond: T.W.I.N.E.
Jedi Power Battles
Jurassic Park: Lost World
K = 11
Knockout Kings 2000
L = 12
Legacy of Kain
Legend of Dragoon
Lego Racers
LMA Manager 2001
LMA Manager 2002
M = 13
Marian Gothic
Medal of Honor
Medal of Honor Underg.
MediEvil
MediEvil 2
Men in Black
Men in Black: Crashdown
Metal Gear Solid
Mission Impossible
Monkey Hero
Monster Rancher
Mortal Kombat Trilogy
N = 14
Necronomicon
Nightmare Creatures
Nuclear Strike
P = 16
Parasite Eve 2
Player Manager 2001
Power Rangers: T. Force
Premier Manager 2000
Premier Manager 98
Premier Manager 99
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Rayman
Rayman 2
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Resident Evil 2
Resident Evil 3: Nemesis
Rogue Spear
Ronin Blade
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Silent Bomber
Silent Hill
Simpsons Wrestling
Smackdown
Smackdown 2
Soul Reaver
Spec Ops: Covert Assault
Spec Ops: Rangers Elite
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon
Star Trek: Invasion
Star Wars Jedi P. Battles
Star Wars: Demolition
Star Wars: Phantom M.
Syphon Filter
Syphon Filter 2
Syphon Filter 3
T = 20
Technomage
Tekken 2
Tekken 3
Tenchu 2
The Italian Job
The Mummy
The World is not Enough
Theme Hospital
Theme Park
Theme Park World
Time Crisis: Project Titan
TOCA Touring Cars 2
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tombi 2
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's S'boarding
Toy Story 2
V = 22
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Vanishing Point
W = 23
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WCW Mayhem
World Champ. Snooker
World is not Enough
World's S. Police Chases
Worms
Worms Armageddon
Wu Tang: Taste the Pain
WWF Attitude
WWF Smackdown
WWF Smackdown 2
WWF War Zone
X = 24
X Men Mutant Academy 2
X-Files
Y = 25
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